

RED FACTION™

★ II ★



DETAILED MAPS
WITH ITEM LOCATIONS
REVEALED!



primagames.com®



This game has received the following rating from the ESRB



RED FACTION™



PRIMA'S OFFICIAL STRATEGY GUIDE



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2002-2004 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Associate Product Manager: Christy L. Curtis
Senior Project Editor: Brooke N. Hall
Editorial Assistant: Tamar D. Foster

Red Faction®-© 2002 THQ Inc. Developed by Volition, Inc. Red Faction, Geo-Mod™ Technology, Volition, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Entertainment Digital Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit www.esrb.org. For information regarding licensing issues, please call the ESA at (212) 223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-4035-0

Library of Congress Catalog Card Number: 2002112907

David Cassady
Debra McBride

Prima Games
A Division of Random House, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000
www.primagames.com

CONTENTS

Introduction	2	Death from Above	79
Basic Training	2	High Rent District	83
Cast of Characters	4	In the Back Alleys	85
The Armory	10	Dancing with the Dead: Mission Eight	87
Foreign Lands: Mission One	17	Cemetery	87
Complex Exterior	17	Catacombs	89
Containment Facility	19	Cathedral	92
Public Information Building: Mission Two	23	A River Runs to It: Mission Nine	95
Lobby Level	23	On the Docks	95
Admin Area	25	Inside the Submarine	96
Propaganda Studios	28	Dive! Dive! Dive!	97
In the Rain	31	The Right Way In	99
To the Rooftop	34	Inside the Nano Base: Mission Ten	101
Shrikes Wild Ride: Mission Three	37	Industrial Processing	101
Search and Destroy	37	Repta Reunion	103
Aerial Encounters	39	Having a Blast	105
Brothers-in-Arms	40	No Place Like Home	106
Underground: Mission Four	43	The Nano Elite	108
Alone in the Dark	43	Once Is Not Enough	110
The Train! The Train!	46	In Sopot's Deadly Embrace: Mission Eleven	112
Rush Hour	48	Inside the Statue	112
The Bridge	49	Toward the Flame	114
Tank on the Town: Mission Five	52	The Final Battle	116
Tank Gunner	52	Multiplayer	118
Traffic Congestion	54	Secrets	128
Road to the Citadel	57		
Sopot's Citadel: Mission Six	60		
Break In	60		
Main Gate	62		
Ammo Dump	65		
Battle Armor	67		
Hot Pursuit	69		
Missile Silo	72		
Hanging in the 'Hood: Mission Seven	74		
Mean Streets	74		
High Rise Hell	76		

INTRODUCTION

DON'T MESS WITH SOPOT!

Nanotechnology, a new technology, allowed the creation of super soldiers—stronger, faster, and smarter than any others. Sopot's scientists used it to create an invincible army of fighting machines by transforming 2,000 volunteers. But Sopot began to fear his creations and declared them enemies of the state. His elite guard hunted them down and destroyed all but a handful of survivors. Six of these soldiers, united by their uniqueness and a common cause, were brought together under the flag of the Red Faction, a rebellious group intent on bringing about Sopot's downfall. Together they will fight, and win.

You are Alias, one of the few super soldiers to escape Sopot's extermination squads. Along with your allies, you'll face eleven dangerous missions to end Chancellor Sopot's regime.

As you head into battle, we're by your side every step of the way. In this guide, you'll find detailed strategy for every mission and a complete rundown of the weapons at your disposal. Follow our strategy or turn to us for help getting through a sticky situation. We cover your main objectives, but also the hidden bonus objectives that allow you to raise your level of heroism and claim the best ending to the game.

Check out the Secrets section at the end of this guide. There are codes to help you along the way and information on how to unlock all of the game's secrets. Perhaps you're into blasting your friends? You'll also find helpful information and maps for multiplayer games.

Prepare yourself and gather your squad. Sopot's day of reckoning has come, and you are the angel of death. Stay true to your friends and fight bravely, Alias. The day will come when you will be declared a hero of the Commonwealth.



BASIC TRAINING

MERCENARY 101

Red Faction® II is a game like no other, so start from the beginning and arm yourself with knowledge. Even if you played the original *Red Faction®*, there's more to learn. Read through the following and you'll enter the game more confident and capable.

DEFAULT CONTROLS

×	Action/Use
■	Previous Weapon
●	Next Weapon
▲	Reload
[R1]	Primary Fire
[R2]	Jump
[L1]	Alternate Fire
[L2]	Throw Grenade
L3	Crouch
D-pad up	Check Objectives
D-pad down	Toggle Night Vision
D-pad left	Previous Grenade Type
D-pad right	Next Grenade Type
Left stick	Player Movement
Right stick	Pitch/Turn
[START]	Pause
[SELECT]	Options

ALIAS' HEALTH AND HEALING

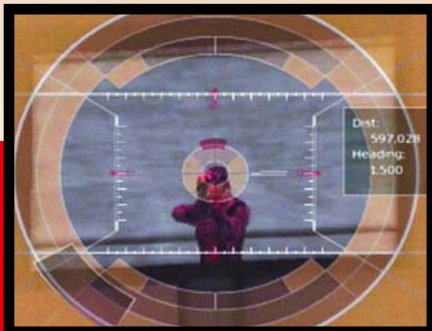


In the screen's upper left corner, a bar displays how much health and how many Health Kits Alias has. Each Health Kit is equal to a full bar of health. Whenever the bar is emptied by enemy attacks or anything else that causes damage, a Health

Kit is used and the bar is refilled. Alias holds three Health Kits at a time. If Alias is damaged and holding three Health Kits, but still has part of his health bar, you can restore his health bar by picking up a Health Kit. If Alias is damaged and you're holding less than three Health Kits, any Health Kits you pick up will be added to the number of Health Kits carried rather than immediately restoring Alias' life bar.

Alias has a unique power that allows him to regenerate health. This power isn't available in the first mission (or multiplayer), because Alias hasn't been transformed by Nanotechnology yet. To use the power, find a safe place to rest whenever Alias is hurt. After a few seconds, his health bar refills automatically. The healing process is slow and requires several moments of rest, so you can't heal in the midst of a firefight unless you find cover and remain hidden long enough.

PRIMARY AND SECONDARY FIRE



Most weapons have primary and secondary fire. For instance, the NICW can shoot bullets or Grenades, depending on which button you press. To use a weapon's primary fire with the default controller setting, press **[R1]**. Use its secondary fire by pressing **[L1]**. In some cases, the secondary fire may be a scope or a different attack. Get to know each weapon's primary and secondary fire. Find more information on this subject in the Weapons section of the guide.

AMMUNITION



Each of Alias's weapons uses a certain type of ammunition. If you run out of ammunition for a particular weapon, you can't use it until you find the right type of ammunition. There are eight types of ammunition: Light Rounds, Medium Rounds, Heavy Rounds, Grenades, Slugs, Rockets, Shells, and Phosphor Shells.

Many weapons share the same type of ammo. If one of the weapons is out of ammunition, all of these guns will be out except for whatever ammo they have in their clips. Look for ammunition on the ground anytime you defeat an enemy. Enemies drop ammunition for whatever weapon they were using. If you ever find yourself totally out of ammunition, pistol whip your enemies by equipping the Pistol and using the secondary fire.

FINDING NEW WEAPONS



You begin the game with a couple of weapons. As you progress through the game, you can acquire new weaponry by finding it on shelves or in secret areas, or by defeating enemies and picking up whatever items they drop. Throughout the walkthrough, we'll tell you whenever you can acquire a new weapon.

OBJECTIVES AND BONUS OBJECTIVES



An objective is a goal assigned to you at the start of or during a mission. When you receive a new objective, you hear an audio cue and a message appears on screen. Check your objectives at any time by pressing **↑**. Completed objectives are green, and uncompleted objectives are white. Each time you complete an objective, your character's heroics increases. Your character's level of heroics determines which ending cinema you see at the game's end. Look for more information on that in the Secrets section at the back of this guide.

Bonus objectives are hidden throughout the game. Sometimes your squad gives you clues about these objectives. Others are found by experimenting with each level. Though you aren't required to

complete any bonus objective, finding and completing them is the only way to see the best ending without cheating. In the walkthrough, we tell you about every objective and bonus objective. Complete them all to get the most out of your game.



GEO-MOD™



Geo-Mod™ technology allows you to destroy some of the scenery around you. For example, you may be able to destroy a wall with a Satchel Charge or shatter a pillar with a Grenade. In most cases, you need to use an explosive in order to Geo-Mod the terrain. Not all areas can be transformed in this manner. To determine if you can Geo-Mod an object, look at it. In most cases, a portion of the terrain is different than the area around it. You may see a patch of bricks in a concrete wall, or a large crack running across the ground. These are telltale signs of an area that can be destroyed. Find locations that can be destroyed to uncover secret passages and rooms where bonus objectives are found or completed.



EVADING ENEMY FIRE

In most first-person shooters, dodging enemy fire is simple: Strafe back and forth and the enemy misses as long as you move. This isn't the case in *Red Faction® II*. Strafing is an important part of avoiding enemy fire, but its effectiveness is limited. When your enemy uses a slow projectile, such as a Grenade or Rocket, dodge the shot by moving sideways. You may take splash damage from the explosion if the projectile hits a wall or other object nearby.



To avoid being shot in *Red Faction® II*, find cover. It can be anything—a box, a vehicle, a wall, or anything else that protects a portion of your body. The best cover protects the lower portion of your body and allows you to shoot over the top, or completely covers your left side while allowing you to shoot with your right hand.

There's one thing you need to consider when looking for cover. Before you choose an object to hide behind, you need to know if that object can be destroyed. Some objects, such as concrete or wood barricades, are great but temporary. Bullets can destroy wood, so in a firefight it gets ripped to shreds quickly. Concrete is vulnerable to explosives, so Grenades or Rockets can destroy it. There are types of cover that explode when they're destroyed. You can hide behind barrels, but a few shots from enemy weapons cause them to explode. If you're hiding behind an object when it explodes, you'll be in for a world of hurt. Avoid objects such as barrels, storage containers, vehicles, or anything else that might carry explosive materials.

HEADSHOTS



Every humanoid enemy has one weak spot, its head. Although an enemy can survive a hail of bullets to its chest, it can survive one or two bullets to the head, depending upon the power of the gun used. Always aim for an enemy's head. This conserves ammunition, but also dispatches enemy units faster, so you take less damage in return. In cases where you use explosives (Grenade Launcher, WASP, Anti-Personnel Weapon), there's no need to aim for the head. You either kill the enemy instantly or not. The amount of damage caused by an explosion is determined by the target's distance from the center of the explosion, not by where the enemy is hit.

THE SQUAD



Alias isn't always alone on his missions. Sometimes a member of his squad is along for the ride. Your squad helps you in several ways. Not only will they engage and eliminate enemies, but they also provide you with clues to hidden objectives and point you in the right direction when necessary. Your squadmates are invincible. Enemy and friendly fire can't harm them. You can actually place a Satchel Charge on a squadmate's chest and watch it explode. It won't cause any damage. Use this to your advantage. Let your squadmates charge into battle while you hang back. They take the brunt of enemy fire, then you can go in after and clean up.

CAST OF CHARACTERS



ALIAS

Record sealed by order of Chancellor Sopot
Confidential medical record: Nano-processing experiment
Subject Number: 1093
Subject Name: XXXXX XXXXX
Code Name: Alias
Next of Kin: None
Unit: ~~Sopot Special Forces~~ Dishonorably Discharged
Special Skills: Demolitions
Date Processed: May 19, 2161
Sex: Male
Age at Time of Processing: 24 years; 0 months; 1 day
I.Q.: 122 (pre-processing), 134 (post-processing)
Height: 5'11" (pre-processing), 6'2" (post-processing)
Weight: 203 lbs (pre-processing), 238 lbs (post-processing)

PHYSICIAN PROFILE

A seven-year veteran of Sopot Special Forces with foreign service experience, subject has earned the Chancellor's Quattro-Cluster for Heroism and the Sopot Medal of Valor. Military service files noted above-average intelligence, leadership, loyalty, courage, and combat skills.

Pre-processing, this subject demonstrated a stable psychology and willingness to cooperate with the experiment. Post-processing, subject continued to demonstrate a stable psychology, was pleased by his enhanced physical and mental abilities, and was eager to use them in the service of the Commonwealth.

(Note: Subject is among the 27 percent of subjects who show no significant psychological change post-processing.)
 Subject slated for elimination



MOLOV

Record sealed by order of Chancellor Sopot
Confidential medical record: Nano-processing experiment
Subject Number: 01
Subject Name: XXXXX XXXXX
Code Name: Molov
Next of Kin: Ex-wife—XXXXX XXXXX
Unit: Army of the Commonwealth
 Dishonorably Discharged
Special Skills: Leadership
Date Processed: May 14, 2161
Sex: Male
Age at Time of Processing: 45 years; 4 months; 0 days
I.Q.: 134 (pre-processing), XXX+ (post-processing)
Height: 6'1" (pre-processing), 6'3" (post-processing)
Weight: 225 lbs (pre-processing), 246 lbs (post-processing)

PHYSICIAN PROFILE

Army of the Commonwealth Commander and decorated war hero, the subject strongly supports the Chancellor's program for Nanotechnology experimentation. Recently appointed to the position of Secretary of Defense, the subject is an outspoken advocate for the creation of a force of Nanotechnology-enhanced soldiers.

The subject was the first to volunteer for processing. Post-processing, he reported to Chancellor Sopot: "Amplification of physical prowess and combat skills are well worth the extreme but transient pain experienced by fighting personnel during the transformation process."

(Note: Subject was among the 56 percent of processed exhibiting a variety of measurable psychological changes. Subject demonstrates heightened sense of responsibility, enhanced confidence, and increased aggression.)

(Note: Post-processing, subject's I.Q. rose radically.)

Subject slated for elimination



QUILL

Record sealed by order of Chancellor Sopot
Confidential medical record: Nano-processing experiment
Subject Number: 755
Subject Name: XXXXX XXXXX
Code Name: Quill
Next of Kin: None
Unit: Sopot Special Forces Dishonorably Discharged
Special Skills: Sniper
Date Processed: May 18, 2161
Sex: Female
Age at Time of Processing: 26 years; 9 months; 3 days
I.Q.: 120 (pre-processing), 134 (post-processing)
Height: 5'8" (pre-processing), 6'4" (post-processing)
Weight: 146 lbs (pre-processing), 172 lbs (post-processing)

PHYSICIAN PROFILE

Service records note that subject is an expert sniper who has been successfully inserted into numerous high-risk situations on foreign soil. Subject is highly decorated and has been commended for her courage under fire. The subject has no political convictions or unit loyalty, but expressed willingness to do "whatever it takes" to augment her physical abilities.

Processing has improved the subject's already impressive athleticism and coordination. Subject was enthusiastic about her improved prowess and the ability to "think more clearly."

(Note: This was the only subject who reported taking pleasure in the transformation process.)

(Note: Subject is among the 27 percent of subjects who show no significant psychological change post-processing.)

Subject slated for elimination



REPTA

Record sealed by order of Chancellor Sopot
Confidential medical record: Nano-processing experiment
Subject Number: 530
Subject Name: XXXXX XXXXX
Code Name: Repta
Next of Kin: None
Unit: Army of the Commonwealth Dishonorably Discharged
Special Skills: Heavy Weapons
Date Processed: May 17, 2161
Sex: Male
Age at Time of Processing: 32 years; 11 months; 13 days
I.Q.: 117 (pre-processing), 102 (post-processing)
Height: 6'4" (pre-processing), 6'8" (post-processing)
Weight: 287 lbs (pre-processing), 308 lbs (post-processing)

PHYSICIAN PROFILE

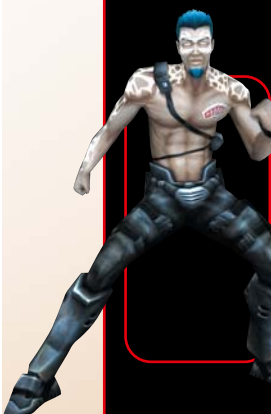
Subject's service record notes a history of violence, allegations of involvement in atrocities, and low impulse control. The subject was not originally slated for Project Sopot's Blade. However, at the insistence of Secretary of Defense Molov, under whom the subject has served for many years, the subject was included in the project. Subject exhibits extreme loyalty to Commander Molov and is amenable to his orders.

Post-processing, subject exhibited heightened aggression and reduced impulse control. His loyalty to Commander Molov remains constant.

(Note: Unlike 99 percent of subjects, processing measurably reduced the subject's I.Q.)

(Note: Subject is among the 56 percent of processed exhibiting a variety of measurable psychological changes.)

Subject slated for elimination



SHRIKE

Record sealed by order of Chancellor Sopot
Confidential medical record: Nano-processing experiment
Subject Number: 888
Subject Name: XXXXX XXXXX
Code Name: Shrike
Next of Kin: Brother—XXXXX XXXXX
Unit: Army Air Corps Dishonorably Discharged
Special Skills: Transportation
Date Processed: May 18, 2161
Sex: Male
Age at Time of Processing: 27 years; 1 month; 25 days
I.Q.: 120 (pre-processing), 125 (post-processing)
Height: 5'5" (pre-processing), 5'7" (post-processing)
Weight: 133 lbs (pre-processing), 148 lbs (post-processing)

PHYSICIAN PROFILE

A six-year veteran of the Army Air Corps, subject is a specialist in all forms of military transportation and has foreign service experience. Subject's ability to think creatively has made him an excellent choice for high-risk operations. Service file notes that the subject is educated, skillful, and confident, but has not been recommended for promotion due to a tendency to "creatively interpret orders." Subject feels that volunteering for processing will gain him the promotion he desires.

Pre-processing, this subject's psychological profile indicated an above-average and highly creative intellect coupled with superior problem-solving abilities. Post-processing, the subject demonstrated an unstable psychology, hyperactivity, and schizophrenia development.

(Note: Subject is among the 17 percent of subjects who show radical psychological change post-processing.)

Subject slated for elimination



TANGIER

Record sealed by order of Chancellor Sopot
Confidential medical record:
 Nano-processing experiment
Subject Number: 307
Subject Name: XXXXX XXXXX
Code Name: Tangier
Next of Kin: None
Unit: Sopot Intelligence Services Dishonorably Discharged
Special Skills: Stealth; electronics
Date Processed: May 16, 2161
Sex: Female
Age at Time of Processing: 22 years; 4 months; 14 days
I.Q.: 135 (pre-processing), 139 (post-processing)
Height: 5'4" (pre-processing), 5'7" (post-processing)
Weight: 118 lbs (pre-processing), 136 lbs (post-processing)

PHYSICIAN PROFILE

Subject was among the adolescent orphans shipped post-rebellion from the Ultor complex on Mars to the Commonwealth. Because of her demonstrated technical expertise, subject was assigned to the Sopot Intelligence Services. Subject has distinguished herself in domestic and foreign covert operations.

Nano-processing procedures were modified to enhance Subject's stealth abilities. Pre-processing, subject demonstrated a stable but introverted psychology. Service files noted more understanding of technology than people. Post-processing, subject continued to demonstrate a stable psychology, but has become extremely extroverted. One tester noted that subject attempted to manipulate him using flirtation and sexual innuendo.

(Note: Subject among 56 percent of processed exhibiting a variety of measurable psychological changes.)

Subject slated for elimination

ENEMIES

28418-J PERSONNEL DROPSHIP



An armored aircraft designed for delivering troops into battle. It's well armored and difficult to destroy, even with the aid

of Rockets. In most cases, the troops pouring out of it are more of a concern than the vehicle.

AHC-36 MILITARY GUNSHIP



The mainstay of the Commonwealth's air force. They're equipped with Machine Guns and are maneuverable. Eliminate them with a couple of well-placed Grenades or Rockets.

AUTOMATIC TURRET



This mechanical menace sports two powerful guns that can rip through the strongest armor. Eliminate it with explosives such as Frag Grenades. Don't stand in front of one while it's active.

SOP—MA1 BATTLE ARMOR



The walking tank. Equipped with two heavy guns, a Rocket Launcher, and Incendiary Grenades, these mechanical marvels are ferocious on the battlefield. If you have to fight one, do so from deep

cover, and use explosive weapons rather than guns.

COLONEL SANDY, MILITARY



She's meaner and tougher than she looks and has the skills for the kills. She uses medium weapons and Grenades and rarely retreats in combat. Her armor gives her good protection everywhere but her head.

FREDDY, FODDER COP



The only thing impressive about this guy is his girth. His chest protector provides minimal protection from enemy fire and his helmet is more for riot duty than combat. He employs various light weapons with below-average accuracy.

G.I. JOHNSON, MILITARY



Your standard military grunt. He's well-trained in all forms of combat and likes to use medium weapons, such as the Assault Rifle. He's well-protected by his gear and has light head protection. A single shot removes his helmet and gives you an opportunity for a quick kill.

G.I. JONES, URBAN MILITARY



He's an expert at close-range urban fighting. The standard military gear he wears provides good protection, but he's far from invincible. He's adept at a wide variety of weaponry.

MAGNETIC MINE



These mines are only found underwater and, thus, only a threat while you're piloting a submarine. They lock onto any vehicle that comes too close and chase it until the vehicle or the mine is destroyed. Though a serious threat to submarines, they can be destroyed with a single torpedo.

MAJOR MAIA, URBAN OFFICER



Her skills are top notch and she has the weaponry to back them up. Though she's equipped for close-range combat, she often acts as a sniper. In other situations, beware of her NICW and Grenades.

MASS TRANSIT MARVIN



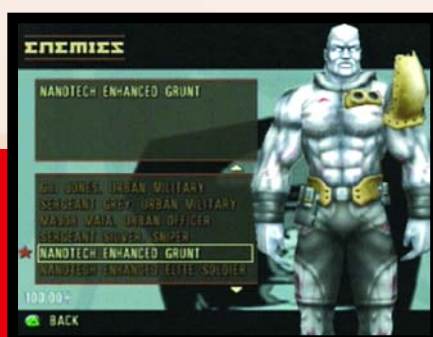
Patrolling the city's subways is a thankless job that few can handle. Enter Marvin, the subway specialist. He uses Shotguns and light weapons at close range, but his armor isn't cut out for such combat.

NANOTECH ENHANCED CIVILIANS



Civilians transformed through Nanotechnology are tough, but brain dead. They use Pistols, but their real power is displayed at close range—where they can punch their opponents into submission with a couple of blows. Pick them off at long range with a Sniper Rifle and a precise headshot.

NANOTECH ENHANCED GRUNT



They're the next step in Nano-enhanced warriors. Tougher and better equipped than civilians, they use Assault Rifles and Shotguns. Though they lack armor, their bodies can withstand a sustained attack. Aim for their heads, or you'll waste ammunition.

NANOTECH ENHANCED ELITE SOLDIER



These super soldiers represent the ultimate achievement in Nanotechnology. They're strong, accurate, and smart fighters. Forget the bullets and use Grenades when you face these brutes. Their enhanced hides make them tough to kill without the aid of explosives.

R.B., KN.A.N.O. SECURITY GUARD



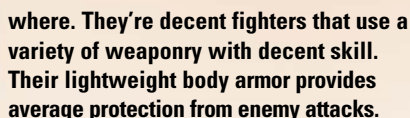
He's a well-trained security guard with a beret to top off his menacing look. Though he makes decent use of medium and light weaponry, his beret leaves him vulnerable to a headshot.

REPTA PLUS

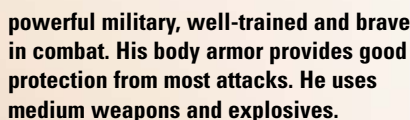


He shows what happens when big and dumb becomes bigger and dumber. Pain and death are all that he's about. He's strong, accurate, and has powers over electrical energy.

You'll find these nameless minions every-



He's a leader among the Commonwealth's



He's as tough as nails and ready to make you pay. The standard-issue military gear he wears provides good protection from enemy attacks. He's equipped with a variety of medium and heavy weapons.

He can pick a flea off of a dog's tail at 50 yards, so you'd better see him before he sees you. This guy is a sniper and uses a Sniper Rifle. Pick him off with your Sniper Rifle, or use explosives for a quicker kill.

A leader among security guards, this guy has only has a fraction of the skill. He uses an array of heavy weaponry. Though his body armor provides good protection for his torso and limbs, his head is vulnerable.

After a two-week course, these soldiers are thrust into action. Their Kevlar vests provide them with minimal protection from enemy gunfire, while leaving their heads vulnerable. Look for Sammy to carry a variety of light guns.

This military jeep is equipped with a Machine Gun. It's lightly armored, but moves fast and can go anywhere. Use Frag Grenades, Rockets, or Grenades to destroy it.

These skilled warriors use guns such as the SMG and NICW. Their armor provides them with decent protection from enemy fire and makes them invulnerable to fire from incendiary rounds.

Gifted warriors placed in charge of Sopot's elite guard, their armor makes them more difficult to kill than normal unprocessed warriors and keeps them safe from high temperatures. They tend to use SMGs and NICWs.

SOPOT TREAD TANK



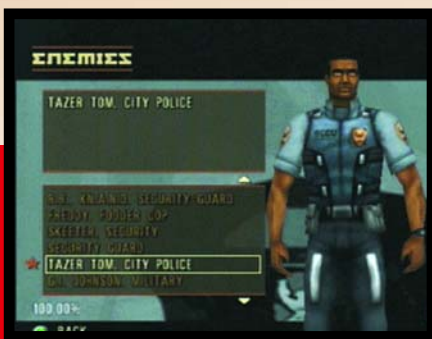
These fearsome beasts of the battlefield come armed with a powerful cannon and move at the speed of a snail. Their thick armor makes them difficult to destroy, but a few shots from your cannon can pierce their metal hides.

SPIDER BOMB



The Commonwealth's robotic suicide squad, spider bombs relentlessly chase unfriendly targets and explode on contact. They're easily eliminated with light weaponry, but in packs they can be deadly.

SUBMARINE



Enemy subs are equipped with dual torpedo tubes. They maneuver well in water, but their searchlights (a necessity in the murky waters of the Commonwealth) make them easy to spot and target.

TAZER TOM, CITY POLICE

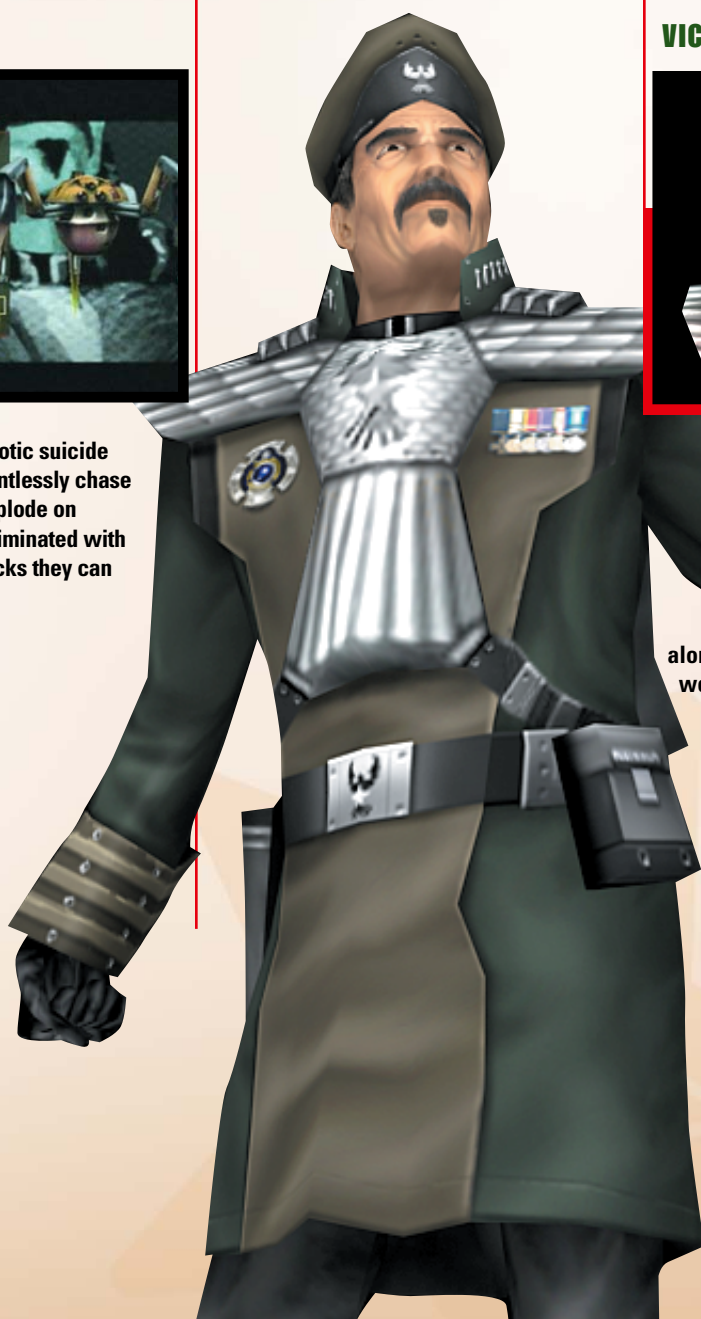


Though he charges into battle like a fearless warrior, he's quick to retreat upon taking damage. The Kevlar vest he wears protects his chest well, but leaves the rest of his body vulnerable. His favorite weapons are the Dual Pistols.

VICTOR SOPOT



He's a leader, not a fighter. Though his voice is menacing and he has complete control over the Commonwealth's armies, if you get him alone, he caves quickly. This dog's bark is worse than his bite.



THE ARMORY

TOOLS OF THE TRADE

This isn't some camping trip; you're about to step into the midst of Hades—and it's kill or be killed. Your best friend is the gun you hold. It's the only one you can trust, and the one tool you can't do without. Take care of your sidearm and it'll take care of you.

Get to know the weapons at your disposal. Take these facts to heart and commit them to memory. The more you know about that gun you tote, the more deadly you are to anything foolish enough to cross your path.

CSP-19 SEMI-AUTOMATIC PISTOL



Pistol

This basic semi-automatic Pistol is a standard-issue weapon for many of the armed personnel employed by Sopot. This weapon is accurate and effective against unarmored opponents. Although it can pierce body armor, the CSP-19 isn't an ideal weapon to equip against more resilient enemies.

You won't use it much, except to conserve ammo with a quick headshot if you can draw a bead on your opponents without them noticing you. In a real firefight, the weapon is too low powered and slow to be effective. Don't expect to see much of it outside of multiplayer games.

Ammo: 9mm bullets (light)
Clip: 16 bullets
Capacity: 256 bullets
Range: Short to medium
Primary Fire: Fire one round
Alternate Fire: Pistol whip

DUAL CSP-19 SEMI-AUTOMATIC PISTOLS



Dual Pistols

Where one Pistol is good, two Pistols are better. Carrying two of these guns doesn't reduce your accuracy, it increases your firepower. Each gun is fired separately with the default controller setting. Fire them simultaneously to deal out damage at a faster rate, or empty one gun and switch to the other as you reload the empty gun, thus eliminating downtime.

CAUTION

You can't use Grenades while using the Dual CSP-19 Semi-Automatic Pistols.

Ammo: 9mm bullets (light)
Clip: 16 bullets each
Capacity: 256 bullets
Range: Short to medium
Primary Fire: Fire one round from right weapon
Alternate Fire: Fire one round from left weapon

CMG-32 MACHINE PISTOL



Machine Pistol

Larger and more formidable than the CSP-19 Pistol, the Machine Pistol is capable of full automatic firepower. Equipped by Sopot's experienced guards, this weapon penetrates body armor and neutralizes enemies at close range.

The advantages to this weapon are clear. It's an automatic, so you can hold down the trigger and fire until the clip is emptied. It's great if you have an enemy pinned down, or need heavy suppression fire. In most cases, it's best to use short, controlled bursts to avoid wasting ammunition or hitting friendly targets. If you're heavy on the trigger, you must reload constantly, giving your opponents time to overcome you.

Ammo: 9mm bullets (light)
Clip: 32 bullets
Capacity: 256 bullets
Range: Short to medium
Primary Fire: Fire rounds (automatic)
Alternate Fire: —

DUAL CMG-32 MACHINE PISTOLS



Dual MPS

Two CMG-32 Machine Pistols cause twice as much damage as one, but at a cost. The disadvantage to having two guns is that you deplete your ammunition quickly if you fire them both in uncontrolled flurries. Use short bursts with each weapon, or unload one weapon, then switch to the other as you reload the empty gun. This allows you to avoid downtime and extend your ammunition supply.

CAUTION

You can't use Grenades when equipped with two Machine Pistols.

Ammo: 9mm bullets
Range: Short to medium
Primary Fire: Fire rounds from right weapon (automatic)
Alternate Fire: Fire rounds from left weapon (automatic)

CAS-14 AUTOMATIC COMBAT SHOTGUN



Shotgun

This military-grade Shotgun delivers powerful single-shot blasts and inflicts the most damage at close range. Its accuracy and effectiveness decrease when the range of the target is increased, rendering it useless when firing at targets more than

50 meters away. This weapon can discharge incendiary rounds as a form of alternate fire.

The Shotgun is an excellent choice for close-range combat, or situations where you face multiple weak enemies, such as a pack of small enemies. Its spread fire wipes out such groups with one or two shots. The alternate fire, incendiary rounds, is most effective in the Single Player mode against human opponents. When an enemy catches on fire, he runs around screaming in pain until the blaze overcomes him. In Multiplayer, the flames gradually reduce the opponent's health. This is an effective tactic in Multiplayer, but seldom results in a kill.

Ammo: 10 gauge buckshot shells
Range: Short to medium
Clip: 8 (buckshot), 8 (incendiary)
Capacity: 96 (buckshot), 16 (incendiary)
Primary Fire: Fire one buckshot round
Alternate Fire: Fire one incendiary round

CMRD-32 MAGNETIC RAIL DRIVER



Rail Gun

Developed by a secret research and development team of scientists hand-picked by Sopot, the Rail Driver fires metal slugs at high speeds through almost any surface without losing velocity. When the scope is engaged, this weapon allows the user to see through walls and target enemies. The Rail Driver has a long reload time, but is effective and deadly when equipped in experienced hands.

Use this weapon for sneaking around the battlefield unseen and picking off enemies. Because of its small clip size and long reload time, in a firefight the weapon is ineffective unless the user is a great shot. Use it for picking off snipers through walls, or for scouting around corners. Ammunition is scarce, so don't overuse it. But if you're out of ammunition, use the scope to peek through walls and see what awaits you around the next corner. This is one of the most valuable tools in your inventory.



TIP

Pay attention to the sliders on the top, bottom, and sides of the scope. They move toward any target in the area to help you draw a bead on your opponent's position. Finding a target without using these sliders is difficult.

Ammo: Metal slug
Clip: 3 slugs
Capacity: 12 slugs
Range: Medium to long
Primary Fire: Fire one slug
Alternate Fire: Engage scope

N.I.C.W.: NANOTECH INDIVIDUAL COMBAT WEAPON



NICW

Sopot's most trusted, experienced, and feared guards use the NICW. It delivers powerful 7.62mm automatic armor-piercing rounds in fearsome bursts and discharges Grenades that explode on impact as an alternate means of fire. The NICW identifies and targets enemies from behind walls. A customized HUD device visually relays information to the user about the targeted opponent's remaining health.

This is a great gun, which becomes available during the Blow Up the Ammo Dump mission. It's versatile, allowing you to pick off enemies one at a time with bullets, or blow them up with a Grenade. Its primary and secondary fire capabilities make it useful against anything from light enemies to heavy artillery. The Grenades have a sloping trajectory, so aim above your target when using them at long range. The farther away your target is located, the higher you need to aim. Improved targeting ability is unavailable in the prototype version in the first portion of the game.



TIP

Be careful about switching between gunfire and Grenades while fighting. Launching a Grenade at close range is a common and deadly mistake while you're getting accustomed to your weapons.

Ammo: 7.62mm Rounds (medium), 40mm HV HE Grenades
Clip: 48 bullets, 5 Grenades
Capacity: 192 bullets, 30 Grenades
Range: Any
Primary Fire: Fire 7.62mm rounds (automatic)
Alternate Fire: Fire one 40mm HV HE Grenade

NGL-8 NANOTECH GRENADE LAUNCHER



Nano GL

The Grenade Launcher is the preferred weapon of Alias, the demolitions expert in Molov's squad of elite, Nano-enhanced super soldiers. It fires a single, powerful Grenade that explodes on impact and takes out everything caught in its blast. Because it can blast through walls, floors, and other surfaces, the Grenade Launcher is useful for finding alternate routes and secret rooms or for blowing away enemy cover.

This is your main weapon throughout the game, so learn the difference between the primary and alternate firing modes. The primary fire acts like a rocket launcher. You shoot the Grenade from the gun at high speed and it explodes when it makes contact with its target. The secondary fire lobs a Grenade from the weapon, which bounces until it comes to rest or makes contact with an enemy. If the shell makes contact with an enemy, it explodes while moving. If the shell comes to rest, it explodes a moment later, but contact with an enemy (such as the enemy stepping on the Grenade) won't detonate it.

CAUTION

Never use the Grenade Launcher in close-range combat. Alias takes splash damage from his own shots. Shooting an opponent at point-blank range kills the target and Alias.

The primary fire is useful in battling strong opponents, such as enemy vehicles. The larger the target, the more useful the weapon becomes. When dealing with infantry, aim at a wall or floor near the target rather than directly at it. Smaller



targets are difficult to hit, but if you aim at a stationary object near the target, the Grenade causes significant damage to your foe.

The secondary fire is great for taking out opponents that are well protected by terrain. Rather than shooting directly at your opponent, bounce the shell off a wall, ceiling, or floor to bypass the terrain and damage your target. This is effective in situations where you pass through a door or drop down a hole, and can't tell what's waiting for you on the other side. Fire a shot into the area you're entering and see what happens.



TIP

Ammunition for the Grenade Launcher is plentiful; use it when you're outnumbered and need that extra firepower. It's great for destroying walls and opening secret areas, because regular Grenades are harder to come by and less accurate.

Ammo: 40mm HV HE Grenades
Clip: 6 Grenades
Capacity: 30 Grenades
Range: Medium to long
Primary Fire: Fire one Grenade
Alternate Fire: Timer-based Grenade

CSR-60 SNIPER RIFLE



Sniper Rifle

Capable only of bolt-action fire, this rifle comes standard with a UNVS-8 scope that gives you pinpoint accuracy on the battlefield. It features a wind velocity offset that automatically corrects for wind conditions. This weapon inflicts fatal wounds with a headshot, and penetrates both body armor and lightly armored vehicles.

The Sniper Rifle is excellent for picking off enemies at a distance, but poor in close range battles. Its reload time is poor and it has a small clip size, which renders it useless against large groups of enemies. Reserve this weapon for situations where you can scan your surroundings for targets while protected by a wall or other terrain feature.



TIP

When facing enemy snipers, avoid going Sniper Rifle versus Sniper Rifle. Your enemy can draw a bead on your position faster than you can target his location. Use your Grenade Launcher or Rail Gun instead. The Grenade Launcher lets you target the sniper's general location and score the kill without pinpointing him. The Rail Gun lets you target the enemy through a wall and pick him off without exposing yourself to enemy fire.

Ammo: 7.62mm armor-piercing rounds (medium)
Clip: 6 bullets
Capacity: 192 bullets
Range: Short to long
Primary Fire: Fire one round
Alternate Fire: Activate/deactivate the scope

CSMG-19 SILENCED MACHINE GUN



SMG

The semi-automatic Silenced Machine Gun is a good weapon to equip if you prefer not to be heard. Silent and swift, this weapon is more accurate than the Machine Pistols, but not as powerful. It penetrates body armor and is effective at close range. This weapon is a favorite of tactical covert specialists, including Tangier.

The SMG expels ammunition at high speed, emptying clips in seconds. Hold back and use short bursts to conserve your ammunition. You can eliminate most enemies with a handful of bullets, fewer if you get a headshot. If you corner an enemy or encounter large groups, hold down the trigger and spray the area until you're the only thing left standing.



TIP

The SMG is the best weapon for eliminating small, poorly armored targets, such as robots. It fires quickly, has a large clip, and causes enough damage to eliminate these enemies with one shot. When facing large groups of such enemies, you can lay down an impressive spray of bullets that holds them at bay.

Ammo: 9mm bullets (light)
Clip: 64 bullets
Capacity: 256 bullets
Range: Short to medium
Primary Fire: Fire rounds (automatic)
Alternate Fire: —

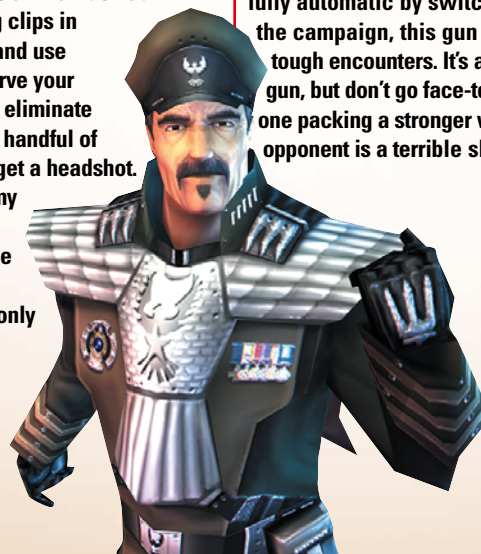
CAR-72 MILITARY ASSAULT RIFLE



Assault Rifle

Similar to the AK-47s of the past, this semi-automatic weapon offers all the benefits of a full-sized rifle in compact form. It fires a three-round burst or a less accurate fully automatic onslaught. The high-velocity, armor-piercing shells inflict massive damage on unarmored targets and exact noticeable damage on armored opponents, too. The assault rifle is a standard-issue weapon for the Commonwealth soldiers and grunts.

This is one of the sweetest rifles in the game. It doesn't have an incredible amount of power or Grenades, but its ammunition is easy to find and it defeats most soldiers with one three-round burst. It's capable of controlled fire, or it can go fully automatic by switching triggers. In the campaign, this gun gets you through tough encounters. It's a great Multiplayer gun, but don't go face-to-face with someone packing a stronger weapon unless your opponent is a terrible shot.





TIP

This weapon's three-round bursts make it easier to deliver headshots to enemies wearing protective headgear. The first shot disables the enemy's helmet, and the next two shots deliver the fatal blow. If you can't knock off the enemy's helmet, the rounds chew through the opponent's armor for a kill.

Ammo: 7.62mm high-velocity, armor-piercing rounds (medium)

Clip: 48 bullets

Capacity: 192 bullets

Range: Short to medium

Primary Fire: Fire three-round burst

Alternate Fire: Fully automatic fire

WASP: WIDE AREA SATURATION PROJECTILE



WASP

The WASP is primarily an anti-vehicle weapon. More powerful than the Grenade Launcher, the WASP fires a barrage of six armor-piercing rockets. It can "lock on" to mobile vehicles and launch a swarm of destruction that seeks out and strikes its target. Sopot's heavily fortified ground troops and guards use the WASP.

Reserve this gun for when you need to quickly take out an enemy vehicle. Though you can use it against enemy infantry, its ammunition is limited and it's easy for you to get killed in its explosion. When used against soldiers, it's best in situations where you need to eliminate multiple enemies. Target a stationary object, such as the ground or a wall. If the rocket explodes close to your intended target(s), it is powerful enough to eliminate any threat.

The WASP's secondary fire is a targeting mechanism. You may lock onto any type of vehicle, but this feature can't be used against human opponents. When locked onto a vehicle, the targeting cursor turns red and a line appears between the crosshairs and the target. You can fire to the side, above, and below your target, and the rocket guides itself to its destination. If the path is clear, the rocket won't miss.

Ammo: 15cm high explosive rocket canisters

Clip: 6 rockets

Capacity: 12 rockets

Range: Medium to Long

Primary Fire: Fire single rocket

Alternate Fire: Engage homing device for enemy vehicles

JF90-HMG/BF HEAVY MACHINE GUN



HMG

An inaccurate but powerful weapon, the HMG is the preferred weapon of Repta, Molov's heavy-weapons specialist. Capable of firing huge numbers of bullets in a short time, the HMG is most effective when opponents are at close range. Equip it in situations where raw firepower and maximum suppression are required.

This isn't a weapon you can rely on. You won't find a lot of ammunition for it, and its accuracy is poor, but such firepower is hard to resist. Save this gun for times where you fight multiple enemies at close range. If you have six Processed warriors creeping toward you on a staircase, you can mow through them in seconds without reloading or headshots. At long range, the HMG is worthless. You can use it in this manner in a pinch, but you'll waste ammunition. Instead, use something more efficient, like the Assault Rifle.

Ammo: .50 caliber, belt-fed (heavy)

Clip: 99 bullets

Capacity: 297 bullets

Range: Short to medium

Primary Fire: Fire rounds (automatic)

Alternate Fire: —

NCMG-44 ENHANCED MACHINE PISTOL



Nano MP

Sporting a higher rate of fire and larger ammunition clips than normal submachine guns, the NMG-44 Enhanced Machine Gun is a powerful close-combat weapon. It is effective against all enemies, including heavily armored targets.

This is the best weapon that uses medium ammunition. The increased clip size means you won't need to reload often, and the increased rate of fire lets you crush your enemies with a burst. The downside to this weapon is that you go through your ammunition quickly unless you control your fire. Use the gun at close range (in places such as tight hallways) and you'll chew through any armor.

Ammo: 9mm bullets (medium)

Clip: 64 bullets

Capacity: 192 bullets

Range: Short to medium

Primary Fire: Fire rounds from right weapon, (automatic)

Alternate Fire: —

DUAL NCMG-44 ENHANCED MACHINE GUNS



Dual Nano MPS

The dual version of this weapon is perfect for close-range combat. Two guns let you eliminate reload time; empty one gun, then use the other while you reload the empty weapon. In situations where reloading isn't a factor, the combined power of the two guns is devastating. Don't use your ammunition with wasted shots. Keep your targets between those crosshairs and mow them down.

CAUTION

You can't use Grenades while using the Dual NCMG-44 Enhanced Machine Guns.

Ammo: 9mm bullets (light)

Clip: 64 bullets each

Capacity: 256 bullets

Range: Short to medium

Primary Fire: Fire rounds from right weapon (automatic)

Alternate Fire: Fire rounds from left weapon (automatic)



NPSR-755 PRECISION SNIPER RIFLE



Precision Rifle

Capable of firing medium rounds at a semi-automatic rate, the NPSR-755 has been created specifically for Quill. Its devastating firepower, combined with zoom capability and tactical combat data, provide Quill with precision lethality.

This is an improved version of the basic Sniper Rifle. Unlike the CSR-60 Sniper Rifle, this model sports a semi-automatic loading device and a large clip, making it useful in close-range combat, but not as useful as other weapons designed for such a purpose. It adds the zoom feature to the scope, allowing you to zero in on your opponent's head for a one-shot kill. To use the zoom feature, press **L1** with the default controller setting and hold the button until the scope has reached its maximum zoom or a level that you find fitting. You can't adjust the zoom after you release **L1**, but deactivating and reactivating the feature returns you to the minimum zoom level.



TIP

When using the scope, pay attention to the bars attached to the top and bottom of the targeting reticle. These point in the direction of the enemy, making targeting much easier.

Ammo: 7.62mm armor-piercing rounds (medium)
Clip: 32 bullets
Capacity: 192 bullets
Range: Long
Primary Fire: Fire one round
Alternate Fire: Activate/deactivate the scope, hold down for zoom

MKAP-97 ANTI-PERSONNEL WEAPON



Anti-Personnel

A favorite of interdiction forces worldwide, the MKAP-97 saturates a strike zone with bomblets. Unarmored enemy personnel caught in the ensuing blast are eliminated from the combat engagement. Repta, Molov's heavy-weapons specialist, uses this weapon.

The weapon has two types of fire. The primary fire shoots five bomblets that bounce and explode when they come to rest, or when they make contact with an enemy. The secondary fire shoots five bomblets that adhere to the first object or person they touch. The bomblets explode at random intervals moments later. Neither option gives you much accuracy, but both create a powerful blast over a large area. Enemies caught in the blast are eliminated unless they're heavily armored.

Using this weapon takes practice and patience, along with an understanding of its two functions. Even with full ammunition you only get nine shots, so choose your shots wisely. Use the gun in situations where you face multiple enemies or when targeting the enemy is problematic. The sticky bomb secondary fire allows you to shoot around your opponent and cause damage without a precise shot. Use this function to lay traps for enemies in hot pursuit. Blast a wall as you run past, and your enemy walks into the bomblets as they explode. Bomblets may stick to people as well as objects. In close-range combat, use the weapon by shooting the target with sticky bomblets, then running for cover. This weapon will not create Geo-Mode hold like the Nano GL, NICW, or WASP.

Ammo: 15cm high-explosive rocket canisters
Clip: 15 bomblets
Capacity: 30 bomblets
Range: Long
Primary Fire: Fire bomblets
Alternate Fire: Fire sticky bomblets

GRENADES

FRAG GRENADE



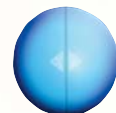
The Frag Grenade is a standard military issue Grenade that emits a fragmentary blast when discharged. With a blast radius of several meters, it is effective against unarmored opponents. The Frag Grenade inflicts noticeable damage against armored enemies and vehicles.

INCENDIARY GRENADE



The Incendiary Grenades emit a flaming blast when ignited. Anyone located within the blast radius ignites and burns. These Grenades are most effective against unarmored foes. Incendiary Grenades explode on contact.

SHOCK GRENADES



The Shock Grenades emit a localized high-intensity, short-duration burst of electromagnetic energy. Use them to disrupt electronic equipment and cause neurological damage to unprotected human targets. While affected by a shot grenade, the player's controls are temporarily reversed (up = down, right = left) and the screen has a blue filter with a blurry view.

SATCHEL CHARGE



This is a medium-sized, high-explosive charge that attaches to a variety of surfaces. It is effective against structures, unarmored and armored personnel, and light vehicles.



NOTE

For all Grenade-types, press **L2** with the default controller setting to throw a single Grenade. Adjust the arc and distance of your throw by looking up or down with the right analog stick when using the default controller setting. Looking higher makes the throw longer, while looking lower shortens the throw.

VEHICLES

While playing *Red Faction® II*, you occasionally need to help operate vehicles. Each vehicle has its own unique properties, including ammo, HUD, and weaponry.

AHC-36 MILITARY GUNSHIP



This version of the Aesir Fighter takes aerial combat to the next level when compared to its predecessor from five years ago. Designed for airborne combat in Earth's

atmosphere, the AHC-36 utilizes a 30mm, eight-barrel SOP-8BG Gatling Gun as its primary source of firepower and dispenses rounds at a high rate of fire. In addition to the 30mm rounds, this craft is capable of launching high-powered rockets from its left and right ports. These rockets are effective against tougher opponents and can pierce through the toughest armor. Although the AHC-36 is rumored to be capable of flying at speeds up to 400 knots when at full throttle, its enhanced maneuverability at lower speeds makes it well suited for urban combat environments.

Shrike, the vehicle specialist in Molov's squad, commandeers a customized version of the AHC-36, the VFX-32 Attack Airship, that has increased firepower, speed, and durability. The fighter is rumored to interface with Nanotechnology-enhanced soldiers. This makes the fighter more maneuverable than normal, and allows the gunner to devastate the battlefield with optical zoom and precise control.

Being Shrike's gunner is a demanding job. You're in charge of the ship's safety and Shrike isn't shy about facing danger head-on. Check the ship's status by looking in the upper right corner of the HUD display. The two high-caliber guns on its underbelly are the ship's main weapons, but the rockets are what give it a devastating punch. The VFX-32 comes equipped with an unlimited supply of ammunition, so don't worry about how often you're firing. Stay on target or you'll leave large holes in whatever is in your way.

The ship comes equipped with an optical zoom and locking mechanism that turns its rockets into homing missiles. You

can only use the locking mechanism against enemy vehicles, but it's perfect for situations where your shots must be precise.

Ammo: 30mm, 4 barrel
Range: Short to Long
Primary Fire: Guns (automatic)
Alternate Fire: Rockets
Function One: Optical zoom
Function Two: Lock on to enemy vehicles (rockets)

S-271 STEALTH SUBMARINE



Smaller and more agile than the Ultor submarines found on Mars, the S-271 fires the Triton MK1 dumb fire torpedoes as its main source of firepower.

Constructed with a titanium-steel hybrid metal and capable of withstanding depths up to 900 meters (2,950 feet), these mini subs are well-suited for exploration and fare well in small-scale underwater combat.

The submarine relies on two powerful torpedo tubes. It has an unlimited supply of torpedoes, but only one torpedo may be launched at a time. You can shoot from either the left or right tube. Use the left tube if your target is moving left and the right tube if the enemy is moving right. The sub is easy to maneuver. Slide back and forth to dodge enemy fire, but don't rise and dive in the midst of combat while keeping your distance from enemy submarines. With the default controller setting, use **R2** and **L2** to rise and dive without moving forward or backward. Check the submarine's hull status by looking at the HUD display.

Ammo: SOP-MK1v Torpedoes
Range: Short to long
Primary Fire: Launch Torpedo (right tube)
Alternate Fire: Launch Torpedo (left tube)
Function One: Rise
Function Two: Dive

SOP-XE ARMORED TANK



These depleted-uranium-armored tanks run on titanium-plated treads and are heavily fortified. What they lack in speed they make up for with firepower. A forward-mounted SOP-80mm Mortar Weapon serves as the primary weapon, discharging armor-piercing 20mm rounds. The alternate means of fire, the SOP-6AG Chain Gun, launches shells that explode on impact. These high-explosive mortar rounds can take out large sections of buildings.

The tank provides you with firepower that can power through concrete barriers and brick walls. Use the Chain Gun to pick off enemy troops, and the cannon to deal with heavily armored vehicles. The cannon is slow to reload, but great against multiple opponents. Despite its firepower, the tank has disadvantages: it can't target enemies at close range or directly overhead. You have unlimited ammunition, but be careful about discharging the cannon at close range. Splash damage from the shells damages the tank's armor.

Ammo: 20mm rounds (Chain Gun), 80mm High-Explosive Shells (Mortar Gun)
Range: Medium to long
Primary Fire: Fire currently selected weapon
Alternate Fire: Switch currently selected weapon
Function One: None
Function Two: None

MECH SOP-MA1 BATTLE ARMOR



Designed to complement Sopot's Nanotechnology experiments, Battle Armor was created to provide Sopot's super-soldiers with a controllable and unstoppable personal combat system. Armed with dual Mini-Guns (Hyper SOP-9XF), these suits deliver armor-piercing shells, high-explosive rockets, and incendiary rounds fired from shoulder-mounted pods. These mobile battle suits are equally devastating to ground forces and armored units.

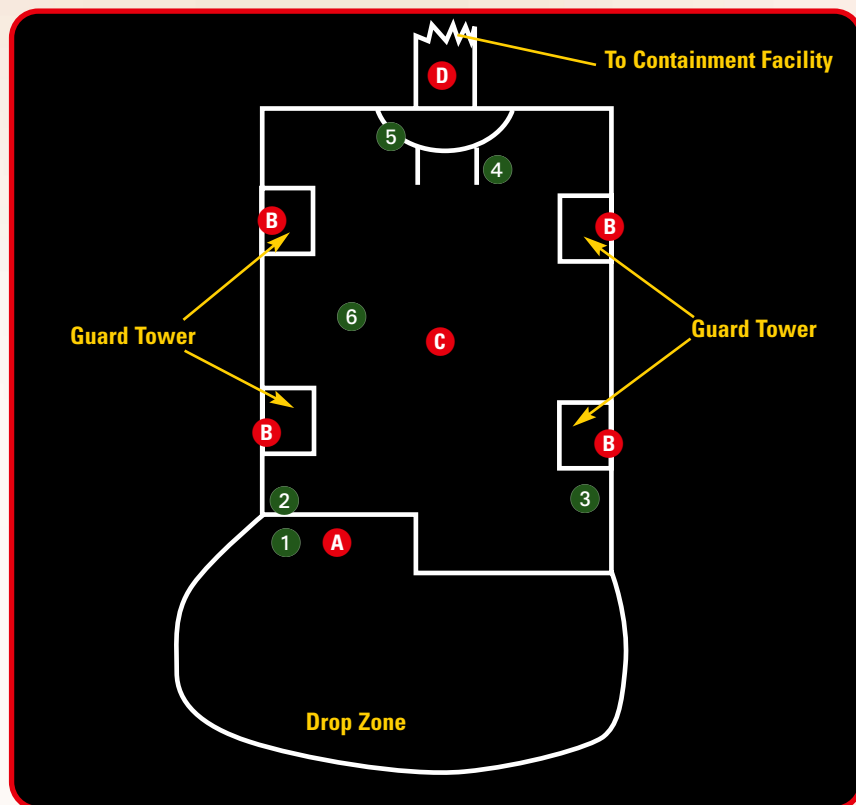
Battle Armor provides you with nearly unstoppable firepower. Its twin guns lay down a spread of fire that can chew through enemy soldiers at an impressive rate. The rockets, shot from the right pod, are best used against enemy vehicles and buildings. The Incendiary Grenades, shot from the left pod, can roast large groups of soldiers in seconds. You have an unlimited amount of ammunition, so level everything in your path. Battle Armor is tough, but far from invincible. Watch your HUD display to monitor the suit's status.

Ammo: 25mm rounds
Range: Short to medium
Primary Fire: Fire right Mini-Gun (automatic fire)
Alternate Fire: Fire left Mini-Gun (automatic fire)
Function One: Fire Rocket (right pod)
Function Two: Fire Incendiary Grenade (left pod)



FOREIGN LANDS: MISSION ONE

COMPLEX EXTERIOR



OBJECTIVES

- Infiltrate the military compound.
- Disable the guard towers.
- Hold the courtyard until Shrike arrives.
- Enter the complex.

BONUS OBJECTIVES

- None

ITEMS

- ① 1 x NICW, 2 x Grenades (ammo)
- ② 1 x Grenades (ammo), 2 x Light Rounds
- ③ 2 x Health Kits
- ④ 1 x Frag Grenade, 1 x Health Kit
- ⑤ 1 x Grenade (ammo), 2 x Health Kits
- ⑥ 1 x Medium Rounds, 1 x Health Kit

INFILTRATE THE MILITARY COMPOUND

(A)



The dropship places you (Alias) just outside the target location. Large concrete walls prevent you from entering the complex, but your NICW and Frag Grenades will make gaining entry a breeze.



Use the NICW's secondary fire to blow a couple of large holes in the wall directly in front of you on the left panel. This allows you to crawl into the base while remaining out of the four guard towers' lines of fire.

SIMPLIFY THE SITUATION



You can make your entry to the base much easier by eliminating some of the threats before busting through the walls. Use the NICW's Grenades to eliminate the automated turret above the door in the distance. You'll need to aim just slightly above the turret, since the Grenades have a sloping trajectory when fired.

Once the turret is destroyed, you can eliminate the two guard towers on the right side of the compound. Look through the fenced area of the outer wall and you'll see the towers in the distance. Aim an NICW Grenade through the fence at the base of each tower. With two shots, you've dramatically reduced the risks of entering the courtyard.



After blowing a hole in the wall to access the courtyard, pause a second to look through before entering. You can see one or both of the guard towers on the left side. Use NICW Grenades to destroy them both before entering, and you've already completed most of your objectives for this area. Now all you need to do is enter the compound and wait for Shrike to arrive.



When Shrike arrives, get away from the gate quickly or you'll be caught in the blast. Anything powerful enough to destroy those doors is sure to kill you.

ENTER THE COMPLEX (D)



DISABLE THE GUARD TOWERS (B)



Once inside the base, you'll see the four guard towers in front of you. Two are on the left and two are on the right. Each one has a weak point at its base where you'll see a large curving pipe attached to the wall.



Using NICW Grenades, blast the base of each guard tower where you see the pipe. This destroys the guard towers and kills any soldiers in them.

CAUTION

If you haven't destroyed the automated turret over the main door to the facility, it will be shooting rockets in your direction. These will quickly decimate anything you're using for cover, so eliminating the turret is extremely important. Blast it with NICW Grenades to quickly destroy it.

HOLD THE COURTYARD UNTIL SHRIKE ARRIVES (C)



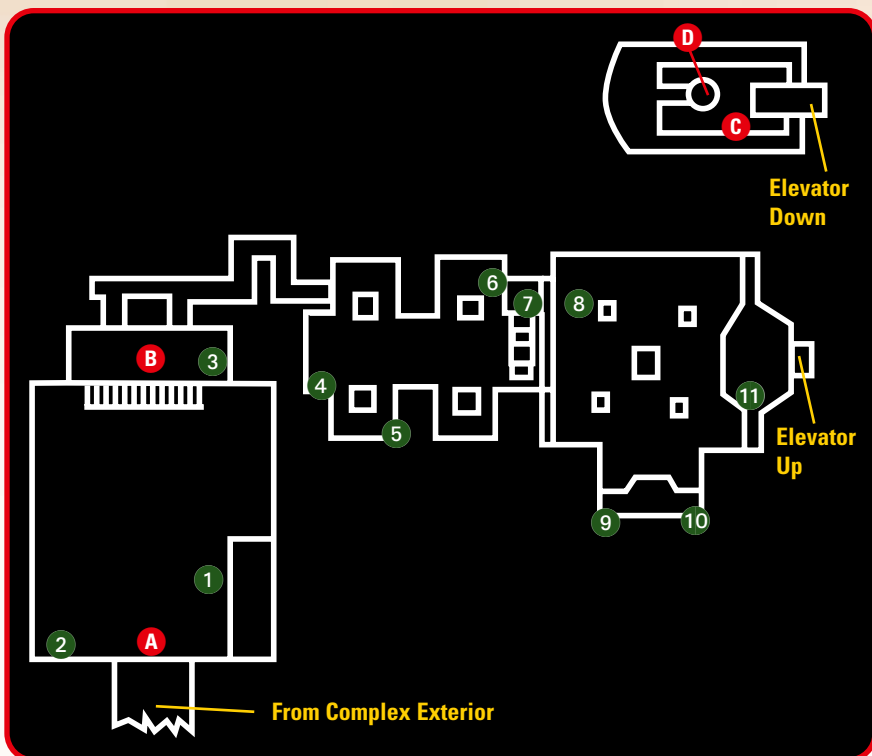
All that's left now is to wait for Shrike to arrive so he can blow open the main door, allowing you access to the containment facility. There may be soldiers still wandering around the area. Check the catwalks around the perimeter and alongside the buildings for any hidden enemies.

Once the doors are open, your job here is done. All you need to do is go up the ramp and through the doors to the containment facility.



Before going inside, explore the courtyard thoroughly. You'll find many useful items, such as Health Kits and ammunition. You can't come back here later, so it's now or never.

CONTAINMENT FACILITY



Stand to the right of the doorway and look left as the door slides open. The two guards on this side are easily dispatched.



When the first two guards are gone, step into the center of the doorway and look right. Pick off the guard in the room to the side and look for one hiding behind the fence. You won't be able to see him, but you'll see his gunfire.

OBJECTIVES

- Enter the complex.
- Use the ventilation system to reach the base interior.
- Destroy the coolant units on the storage module.
- Recover the Nano-cell from the central core.

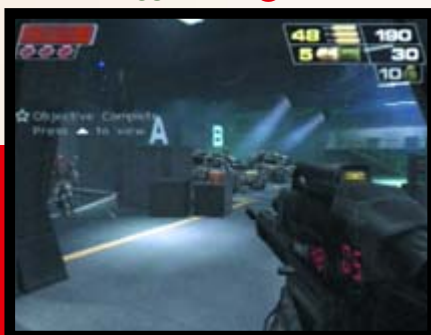
BONUS OBJECTIVES

- Reset the automated turret.

ITEMS

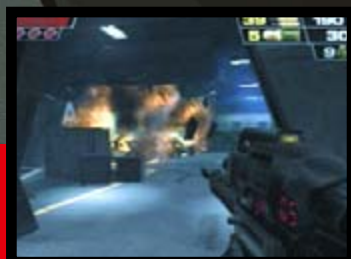
- ① 1 x Health Kit
- ② 2 x Health Kits
- ③ 1 x Grenades (ammo)
- ④ 1 x Medium Rounds, 1 x Health Kit
- ⑤ 1 x Health Kit
- ⑥ 1 x Health Kit
- ⑦ 1 x Health Kit, 1 x Grenades (ammo)
- ⑧ 1 x Health Kit, 1 x Satchel, 2 x Frag Grenades, 1 x Assault Rifle
- ⑨ 1 x Grenades (ammo)
- ⑩ 1 x Health Kit
- ⑪ 2 x Grenades (ammo), 1 x Health Kit

ENTER THE COMPLEX (A)



The hallway leads you directly into the enemy's motor pool. Security is aware of your presence and ready to give you a warm welcome as you come through the door.

FLUSH OUT THE ENEMY



Use a Frag Grenade to destroy the two ATVs on the left side of the room. This forces one of the enemy guards to come out of hiding, and you get the bonus of a really cool explosion.



Once you've cleared out the room, two more soldiers enter the booth on the right side. Pick them off quickly.

USE THE VENTILATION SYSTEM TO REACH THE BASE INTERIOR (B)



You need to find a way into the ventilation system to get deeper into the base. Head up the stairs in the back, and you'll find a civilian desperately trying to pry open a grate.



Use your gun to blast open one of the grates without injuring the panicking civilian. It only takes a few bullets, so keep the heavy weaponry in check for now.



You'll need to crawl to enter the ventilation shaft, so hold down L3 to crouch and walk inside.



The shaft is dark, so you'll need the aid of your nightvision goggles. Press \downarrow on the D-Pad to activate the goggles and then follow the shaft to its end.



When you reach the end of the shaft, you'll hear a couple of guards chatting on the opposite side. Pause and listen to their conversation, and one will walk off after they're done talking. Take aim at the remaining guard and open fire. Quickly target the second guard as he comes running back.



Climb out of the shaft and be ready for heavy resistance. You must exit the shaft before any more guards appear, so don't camp out. The first guard is to your right and then another comes around behind you. Eliminate them both before moving out to the main hallway.



Use the walls for cover and look down the hallway. A seemingly unending stream of guards pours out of the alcoves on both sides of the hall. Pick them off one by one until you're the only one left standing. If you need a quick refresher, there is a Health Kit and Medium Rounds (2) at your end of the main hallway.



FINDING COVER

Cover is extremely important in *Red Faction® II*. Most of your opponents are very good shots and, if you're standing in the open, they won't miss. However, you can use walls, boxes, and barrels for cover. Just hide as much of your body behind an object as you can and, with luck, it'll block most of the incoming shots.

In this case, you can use the corners to protect half of your body while you peek around the side. Your gun is in your right hand, so you want to protect the left side of your body. If you protect your right side, you'll have a much harder time aiming at opponents and you won't be able to protect as much of your body. Also, be sure that whatever you're hiding behind doesn't explode when shot, which is the case with most barrels.





Once the battle is over and you're sure you're the only one left, pick up any ammunition and weapons dropped by your opponents. Be sure to reload your weapon before picking up anything so you get as much ammunition from every item you gather.



At the end of the hallway are two grates in the floor in front of a large steel door. Blow open the grates before nearing the door just to be safe.



When you enter the doorway, the door slams shut behind you and panels slide open on the door in front of you. You're trapped, and there are two enemy soldiers in front of you ready to shoot.



Duck down on the right side of the doorway and you can easily pick off these two guards without much of a fight. Then drop down one of the grates in the floor, since there's no way to force the door open.



The ventilation shaft leads you to a grate in the next room. If you peek through the slats in the grate, you'll see a guard on the other side. Pick him off with a well-aimed headshot and be ready for chaos. As soon as you pick him off, an alert goes out and an automated turret on the opposite side of the room fires on your position.

DESTROY THE COOLANT UNITS ON THE STORAGE MODULE (C)



Exit the ventilation shaft between rockets and quickly find cover behind the posts. The rockets will rip the posts to shreds, so there's no time to waste. Slide around to the side and quickly fire a NICW Grenade to demolish the turret.



BONUS OBJECTIVE: RESET THE AUTOMATED TURRET



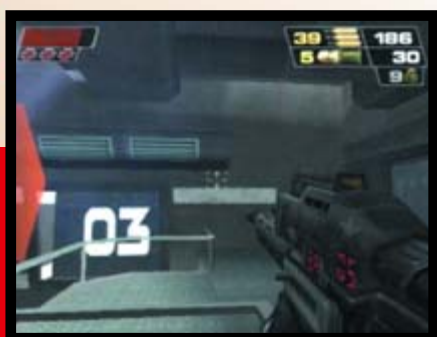
You can earn some extra heroics points by resetting the rocket turret instead of destroying it. Doing so also turns the turret against any enemy soldiers on the walkway above. To reset the turret, go left from the vent and leap over the rail to the floor below. Rush to the wall where the turret sits and blow a hole in the far left side as far from the turret as possible. If you fire too close to the turret, you'll destroy it, and all will be for naught. Pass through the hole you've created and go behind the turret to find a switch on the wall above it. Hit X and the turret resets. It immediately begins firing on your enemies and taking huge chunks out of the walkway.



After you eliminate the turret, crawl through the hole in the wall where the turret was. If the hole is too small, expand it with a Grenade, then pass through.



Before you use the elevator in the back of the room, find the ledge to the right containing a Health Kit (7) and some Grenades (6). Reaching the platform requires some acrobatics on your part. Shoot out one of the windows next to the platform and climb into the alcove behind the glass.



Turn and face the platform and then jump over to the edge. The railing stops you. Jumping against the railing will just push you right back to the ground. Walk along the edge to the wall on the right. Run along the edge toward the center and jump over the railing to collect the items safely. When you're done, use the elevator to reach the top floor.



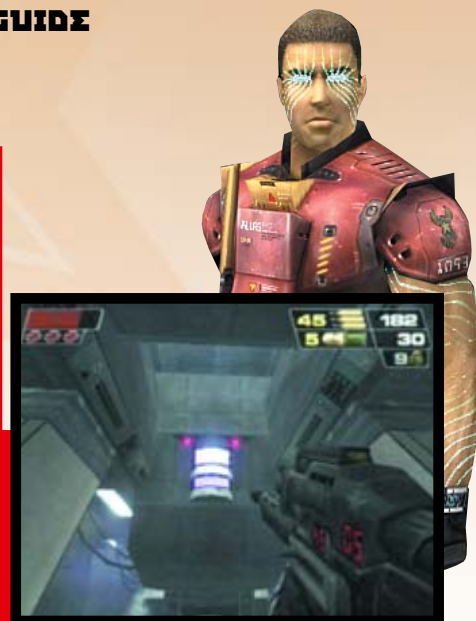
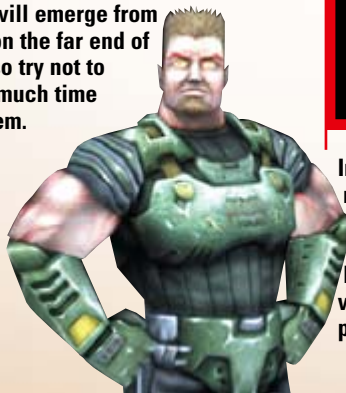
When you leave the elevator, you find yourself in a room looking out at the central core, where the Nano-cell is kept.



Press the button on the control panel and you'll see that you need to destroy two coolant units before the Nano-cell can be taken. There's one on the front and back of the central core near the ceiling.



Exit the control room and quickly target the first coolant unit. You can destroy it with a quick burst from your gun. Be careful of patrolling guards on the opposite end of the walkway. An unlimited number of guards will emerge from the doors on the far end of the room, so try not to waste too much time fighting them.



Follow the walkway and turn toward the core once you're on the opposite side. Pick off the second coolant unit. This causes the central core to open, allowing you access to the Nano-cell.

RECOVER THE NANO-CELL FROM THE CENTRAL CORE (1)



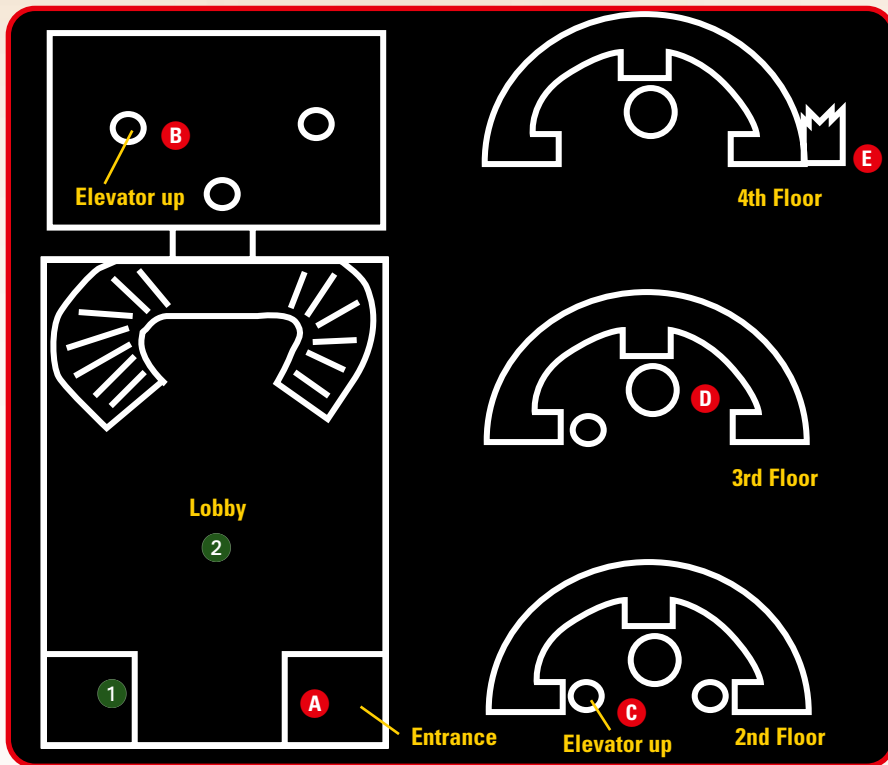
Eliminate what guards you must and work your way to the center catwalk. Approach the central core and the Nano-cell will be picked up automatically.



Immediately turn around and begin running along the catwalk. An explosion causes the catwalk to collapse. Head to the open door and Alias automatically begins his escape from the building. Good work, soldier. Chancellor Sopot will be pleased with your work.

PUBLIC INFORMATION BUILDING: MISSION TWO

LOBBY LEVEL



ASSASSINATE CHANCELLOR SOPOT



Two years have passed since your last mission. In that time, Alias and many other soldiers volunteered to be transformed through Nano-tech into super soldiers and placed at Sopot's side as his elite guard. The power of these new warriors scared the chancellor, and he ordered that they be eliminated for the safety of the Commonwealth. Alias and five others (Molov, Quill, Repta, Tangier, and Shrike) escaped Sopot's wrath. Bound together by a common bond, they set their sights on killing Chancellor Sopot in the name of the Red Faction, a small group of rebels dedicated to removing Sopot from power.



Alias and Molov enter the Public Information Building's lobby together, but the enemy is aware of their presence. When Molov drops the metal blind, the shooting begins. You can sit back a bit and let Molov handle the situation at first, or jump right into the fray. Eventually, he'll knock down the door, letting you out of the booth.

OBJECTIVES

- Assassinate Chancellor Sopot.
- Use the elevators to reach the top floor.
- Enter the marketing department.

BONUS OBJECTIVES

- Exit the booth via a Geo-Mod hole.

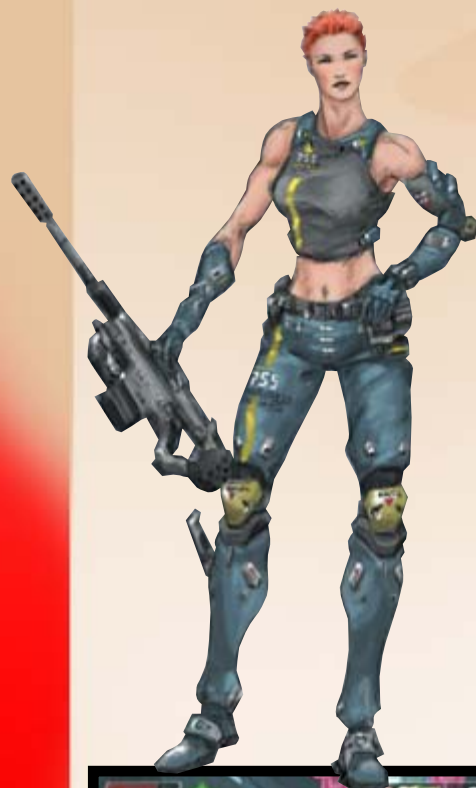
ITEMS

- 1 x Health Kit, 1 x Grenades (ammo)
- 1 x Shotgun

BONUS OBJECTIVE: EXIT THE BOOTH VIA A GEO-MOD HOLE (A)



Rather than just sitting on your duff, you can use that Grenade Launcher of yours to blast your way out and join the fight early. Target the walls behind Molov for a quick escape. If you leave the booth before Molov kicks the door down, you'll earn some extra heroics points.



The fighting is very heavy at first, and your enemies have explosives of their own. Use the pillars along the sides of the room for cover and quickly move forward.



Pick off the enemies around the stairs one-by-one, then grab their guns. Picking up the guns helps a great deal; otherwise, you've only got the Grenade Launcher and a Pistol. You should be able to find at least one Machine Pistol, but look for two so you can equip the dual Machine Pistols and greatly increase your firepower.



Go up the stairs to the door, but don't go in just yet. Getting to the door halts the advance of enemy troops and gives you a chance to look around.



Look back toward where you entered and you'll see there's a second control booth on the opposite side of the room. You can find a Health Kit and some Grenades inside this room. The door is unlocked, so there's no need to knock down the walls.



Once you've explored enough, go back up the stairs and through the doors. There are two soldiers in the next room, so be ready to fight.

USE THE ELEVATORS TO REACH THE TOP FLOOR (B)



You'll need to use the elevator (B) to the left of the door to reach the upper levels. Step in and press the button inside the elevator; it moves. It's a good idea to switch back to your Grenade Launcher for now if you're using the Machine Pistols.



After the elevator passes through a hole in the ceiling, you enter an area with several walkways stacked all the way to the top of the room. Enemy soldiers will appear on these walkways. Show them no mercy; tear them down with your Grenades.



The elevator will stall between levels. Go out the door carefully and you'll drop to the bottom walkway.



TIP

Don't worry if you miss the walkway and fall to the bottom of the elevator shaft. You'll find a ladder along the wall, which you can climb up to the top floor.



Go around the walkway and use the elevator on the opposite side (C) to continue toward the top of the room. Face the door because, when the elevator stops, there is an enemy waiting outside.



Leave the elevator and walk around the catwalk. The center elevator moves. Go around to the side so you can see into the elevator and you'll spy two soldiers. They're easy targets for a single Grenade.



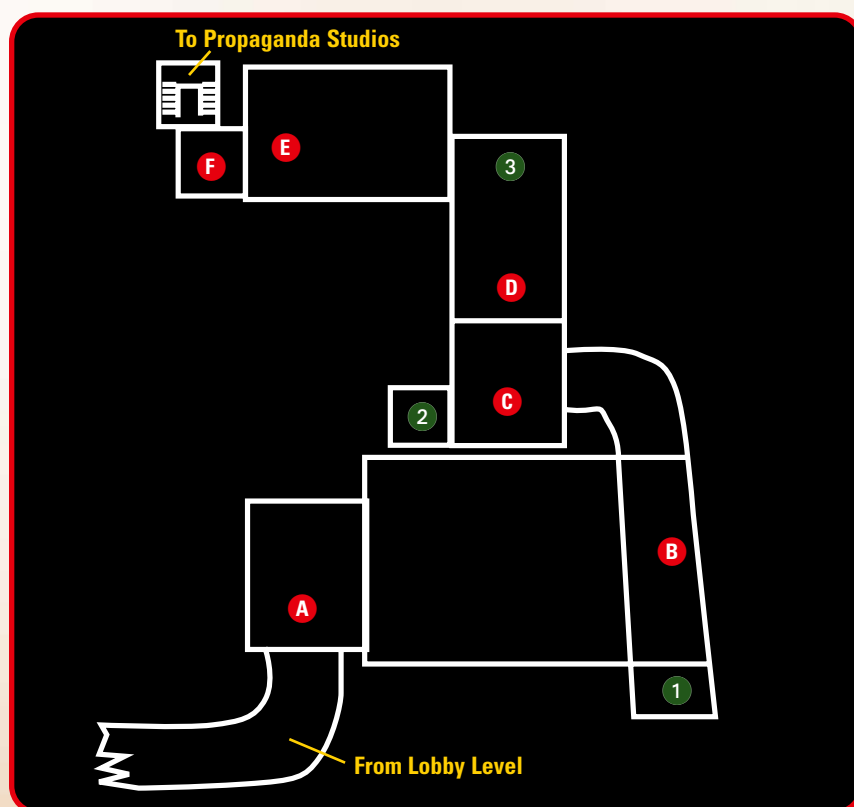
Enter the middle elevator (D) and go up. Be ready for another enemy when you step out.



Head left and pass through the door at the end of the catwalk to reach the Admin Area (E).



ADMIN AREA



OBJECTIVES

- Assassinate Chancellor Sopot.
- Enter marketing department.

BONUS OBJECTIVES

- Disable the turret with an objective charge.

ITEMS

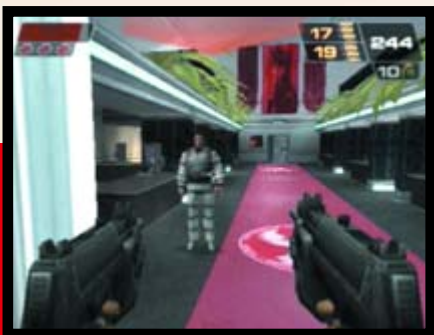
- ① 5 x Frag Grenades, 2 x Pistols, 1 x Machine Pistol, 2 x Satchels, 2 x Grenades (ammo)
- ② 1 x Health Kit
- ③ 3 x Grenades (ammo)

ENTER THE MARKETING DEPARTMENT

(A)



You've still got a long way to go to reach Sopot. First you'll need to cut through the Marketing Department and meet up with Tangier.



Tangier opens the door to the marketing department, then you're ambushed by a swarm of guards as you enter the room.



Use the walls and desks for cover as you try to work your way to the door at the back.



Watch for enemies from above. There's a ledge from which enemies can leap.

Once you get to the door, the ambush should slowly trickle out. This gives you a chance to collect any weapons and ammunition dropped by the soldiers.



Pass through the door when you're ready, but quickly step back into the marketing department. An enemy gunship (B) appears outside the windows and lights the hall up with rockets and machine gun fire. Don't stick around for the show. You're protected as long as you stay in the Marketing Department, and the gunship will soon disappear.



With the gunship gone, Tangier may begin unlocking the next door on the left. Watch for unfriendly soldiers on the ledge above.



Once she gets the door open, quickly dispatch the two guards in the hall, but don't go rushing forward just yet.



Check the door opposite the one where Tangier is stationed to find a utility closet full of all kinds of good stuff. Stock up while you have the chance.



Go down the hall past Tangier, and ignore the soldiers through the window on your right. Enter the next room (C) and go to the left side behind the desk.



After eliminating them, be sure to check the floor to find a couple of SMGs. These give you a bit more bang for your buck than the Machine Pistols you've been toting around. Grab the Grenades at the far end of the room.



Go through the door behind the turret and you'll have an encounter with Quill (F), the troop's sniper. Stand back and watch her work as she picks off all three enemy soldiers from across the street.



An explosion will rip through the wall and toss the desk onto its side. You can now use the desk as excellent cover while picking off the enemies you saw through the window a second ago.



Enter the next room to find some cubicles and a very frightened civilian. He'll run into the hall between cubes and be gunned down by a stationary automated turret (E) on the far side of the room.

BONUS OBJECTIVE: DISABLE THE TURRET WITH AN OBJECTIVE CHARGE (E)

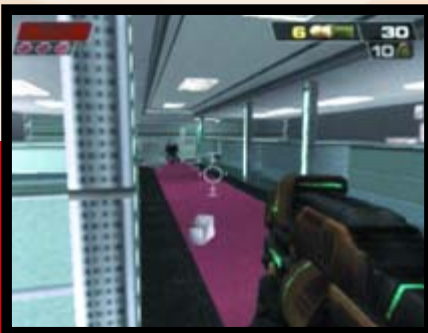
Rather than using Grenades to destroy the turret and risking serious injury, you can sneak up on it and earn some heroics points if you create a path through the cubicles. Use your Grenade Launcher to blast holes in the cube walls all the way to the opposite side of the room, and then run through the holes to get past the turret.



After you're behind the turret, walk to it and press X to plant an objective charge on its backside. Get away fast and watch the shrapnel fly.



Pass through the hole in the wall into the meeting room and quickly turn around. Two of Sopot's elite guards will drop through the ceiling (D).

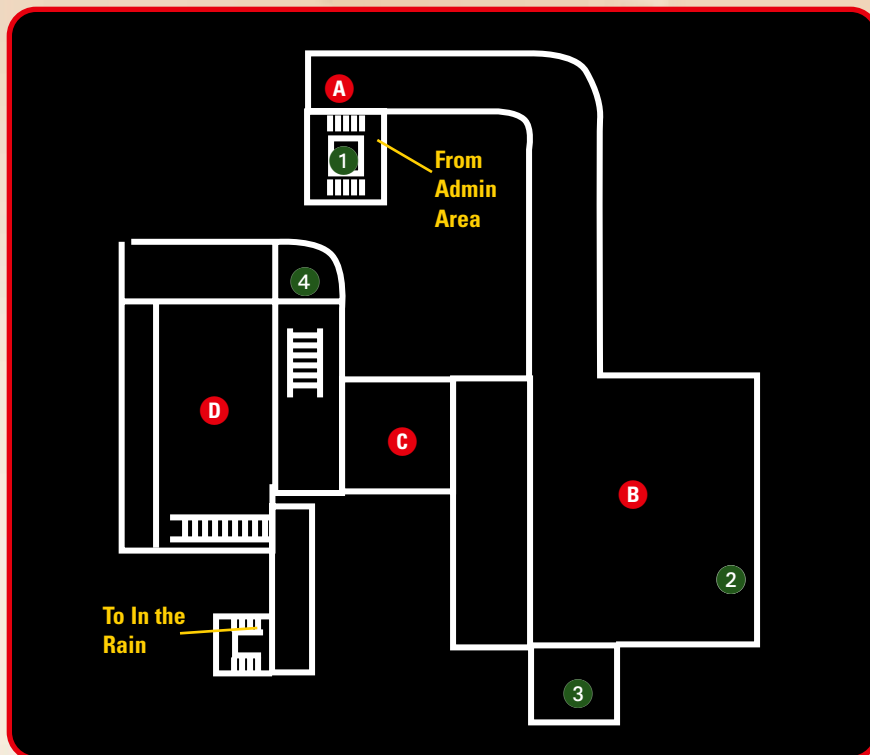


That armored turret isn't going to let you walk past. You can blast it with a few Grenades to destroy it from your side of the room, but there may be an alternate tactic.



A stairwell is connected to the small office that leads up to the Propaganda Studios.

PROPAGANDA STUDIOS



OBJECTIVES

- Assassinate Chancellor Sopot.
- Destroy the control room.

BONUS OBJECTIVES

- Find the fast way out.
- Disrupt Sopot's broadcast.
- Destroy Sopot's media archive.

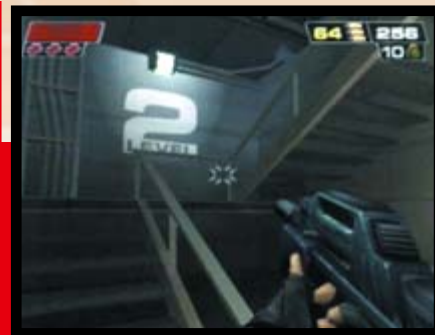
ITEMS

- ① 5 x Frag Grenades, 2 x Pistols
- ② 3 x Frag Grenades, 3 x Satchels, 1 x Grenade (ammo), 1 x SMG
- ③ 1 x Health Kit
- ④ 2 x Grenades (ammo), 3 x Frag Grenades

ASSASSINATE CHANCELLOR SOPOT



Alias and Tangier are drawing close to Chancellor Sopot's television studio, and the fighting is getting more intense with every step.



The stairs are very dangerous, so be cautious. Enemy soldiers are at the top of the first, second, and fourth flights, and they're armed with SMGs and Frag Grenades.



The best way to eliminate the threat is with your Grenades. If you look up from the bottom step, you can see one of the soldiers through the stairs. Carefully toss a Frag Grenade over the rail to blow him to bits.



Your attack will alert the enemy to your presence, and things get really nasty. Step up just enough to throw a second Frag Grenade onto the landing above you. This should eliminate the two soldiers overhead.





There's one left. Chuck one last Frag Grenade all the way up to the top on the same side. This should take him out, but be ready as he may throw a Grenade or two back at you.



When the stairs are secure, climb to the top and enter the door there. You'll find a long hall (A) with two enemy soldiers and a huge gunship outside the window. Stay back from the windows and watch the devastation.



Tangier radios Quill for some help with the gunship. Sit back and watch as Tangier lures the enemy ship back to where Quill has a shot.

DESTROY THE CONTROL ROOM



Tangier will unlock the door ahead, which leads to the Broadcast Studio (B). Go in shooting. Repta, the big gun of the group, joins you. Tangier will be called away on other business.

BONUS OBJECTIVE: DISRUPT SOPOT'S BROADCAST



As Repta joins the fray, turn toward the control booth on the right, and either toss a Frag Grenade or blast the room with your Grenade Launcher. The explosion will destroy the control room and stop the broadcast.

The room is heavily guarded. Look for enemies on the main floor, on the catwalk above, and inside the control room. Either toss a Grenade into the control room, or focus on the enemies and let Repta handle the job.



Check behind the desk to find a small cache of weapons and ammunition.



THE VIGILANT REPORTER



As you lay waste to the studio, you'll hear a broadcaster describing the attack in detail with a heavy slant in favor of Chancellor Sopot. You can find this reporter hiding in a closet next to the control room. Listen to what he has to say for a chuckle, but resist the urge to pop him. Jerk or not, he's still a civilian.



Pass through the data storage room and down the stairs. You'll find a small cache of ammunition on the floor ahead.



Pass through the decimated control room and into the data storage room (C). This is a tiny area with several enemies inside, but the shelves provide decent cover.

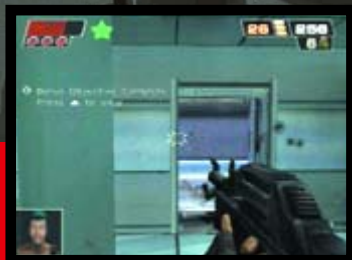


Repta helps out a lot in these close quarters. Stay out of his way and watch him work while you cause some damage of your own. Grenades work really well in here, but don't hit the shelves around you.



Before passing through the next door, be sure to equip your Grenade Launcher. When you open the door, you'll find several of Sopot's elite hiding behind some overturned tables. Shoot a Grenade right into the center of the tables to eliminate the barricade and the enemy troops.

BONUS OBJECTIVE: DESTROY SOPOT'S MEDIA ARCHIVE (C)



The data storage room is full of tapes and other materials filled with pro-Sopot propaganda. You can strike an extra blow to his media machine by destroying all of the tapes on the shelves. It takes just a few well-placed Grenades.



Proceed down the hallway through the door at the end and into a second studio control room (D). There are many soldiers inside the studio, but the studio walls provide plenty of cover for this fight.





Step into the studio, and you'll find one more enemy on a catwalk overhead. Eliminate him quickly.



When the enemy collapses onto the catwalk, a Grenade in his belt explodes, making the catwalk unstable.

BONUS OBJECTIVE: FIND THE FAST WAY OUT (D)



Once the catwalk is broken, you can finish it off with a couple shots from your Grenade Launcher. This causes the catwalk to collapse and creates a ramp to the door above. If you wait too long, the catwalk will fall when an enemy soldier comes through the door above, and you'll miss your chance for a few extra heroics points.

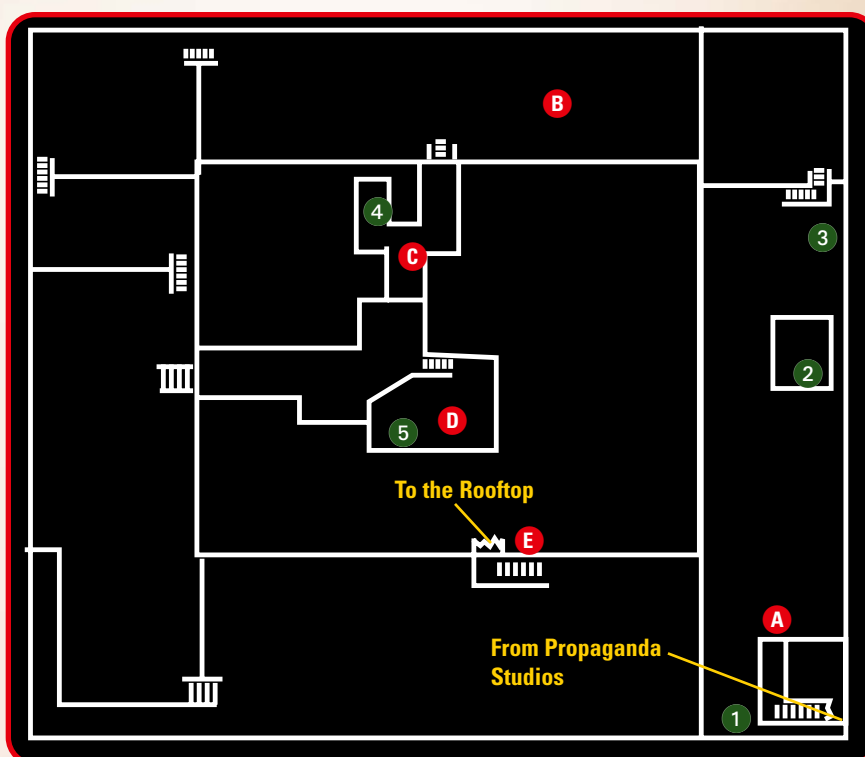


Either blast the catwalk to bring it down, or wait a bit and it'll fall. This creates a ramp to the door above. Watch out for enemy troops coming through the door as you climb up.



Follow the long hall to a staircase and head to the roof.

IN THE RAIN



OBJECTIVES

- Assassinate Chancellor Sopot.

BONUS OBJECTIVES

- Disable the radar control console.

ITEMS

- ① 2 x Health Kits, 2 x Grenades (ammo), 2 x Machine Pistolss
- ② 1 x Health Kit
- ③ 1 x Health Kit
- ④ 2 x Health Kits, 1 x Grenade (ammo), 1 x Machine Pistol
- ⑤ 1 x Grenades (ammo)

ASSASSINATE CHANCELLOR SOPOT



Repta and Alias are on the roof, and the weather is worse.



As you exit the stairwell, Shrike will arrive (A) in his gunship, hoping to pick up Alias so he'll have a gunner.



As you move along the rooftop, you'll find a small building to the side. There are two of Sopot's elite guards inside, but you'll also find a Health Kit (E) if you need it.



Continue along the roof and around the corner. Repta will stay behind as you turn the first corner.



Unfortunately, enemy gunships are on patrol, and there's too much heat to make a landing. For now, Alias will have to continue on foot toward the top of the building.



Crouch and open the door, and then toss a Frag Grenade over the boxes inside the building to defeat both guards without a fight.



Up ahead you'll encounter Shrike a second time (B). He's still looking for a gunner, but with two enemy gunships on his tail, he can't make the pickup.



Be careful in this area. It's wide open in most parts, and enemies can shoot at you from a long distance. If you're getting shot and you can't locate the enemy, chances are he's off in the distance.

ENEMY GUNSHIPS



The enemy gunships present an irresistible target. Anytime Shrike appears, there will be at least one enemy gunship behind him, and enemy ships will sometimes strafe you as you progress along the rooftop. Gunships may be large, but they aren't invulnerable. Try blasting them with a few Grenades from your Grenade Launcher and watch them burn.



Once Shrike flies off, find the door in the left wall. Don't rush in. There are several guards on the other side.





Use the doorframe as cover and pick the guards off one at a time before entering. Grenades are really helpful here.



Have your guns fully loaded as you open the next door. It leads to the communications room and is heavily guarded.



Exit the communications room through the door to the right, and you'll find yourself back on the roof. Be alert for an enemy gunship.



As you pass through the hallway to the door on the far end, you'll spring a booby trap (C). A section of the wall behind you will blow, and enemy soldiers will pour in through the hole.



Throw open the door and use the wall for cover. You can expect enemies from the left and right. If you need to recover, just fall back behind the door and wait for your health to refill.



Head left. Look for enemies on the ledge in front of you and hiding on the left side along the wall.



Avoid this trap by using a Satchel Charge or another explosive to blow this section of the wall. The spot is to your right as the hall bends. You'll also find several items inside this hidden room.



The stairs up (E) are just a short sprint away. Be cautious—there are many well-hidden soldiers among the crates on the roof.

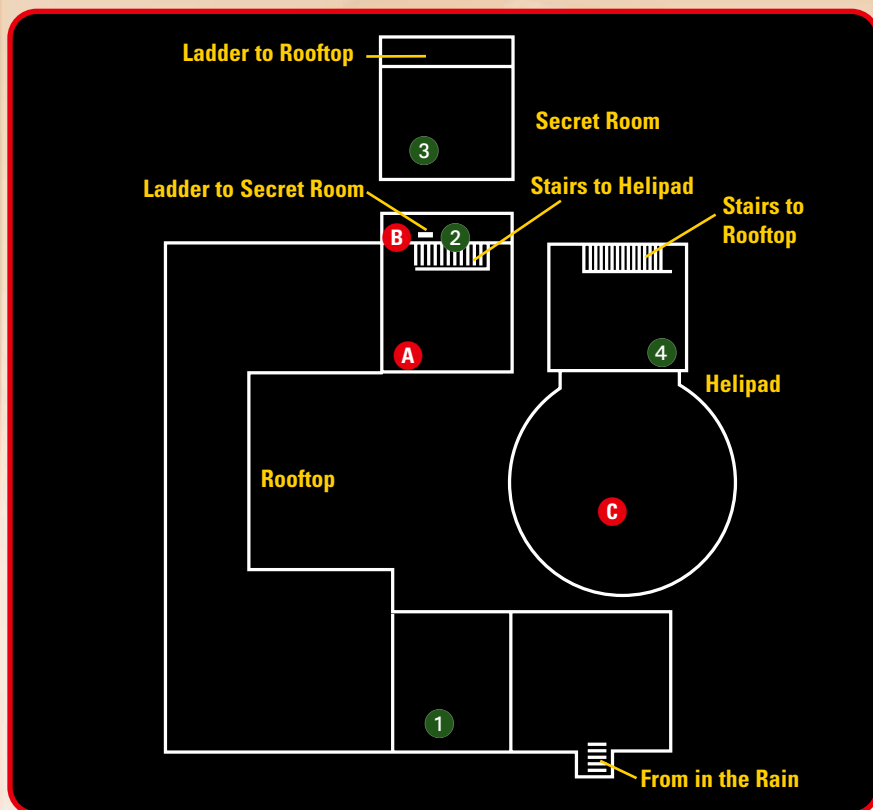
BONUS OBJECTIVE: DISABLE THE RADAR CONTROL CONSOLE (C)

While you're in the communications room, you can complete another bonus objective. There are four computer consoles in the room. Destroy them all with explosives and you'll disable the radar control console.





TO THE ROOFTOP



OBJECTIVES

- Assassinate Chancellor Sopot.
- Secure the helipad.

BONUS OBJECTIVES

- Find bonus weapon!

ITEMS

- ① 2 x Grenades (ammo), 2 x Machine Pistols, 2 x Health Kits
- ② 2 x Grenades (ammo)
- ③ 1 x WASP, 2 x Rockets
- ④ 1 x Grenade (ammo), 1 x Pistol, 2 x Health Kits

ASSASSINATE CHANCELLOR SOPOT



As you enter the first room, two guards attack. This can be a rough fight because of the close quarters, but a couple of quick headshots neutralize the threat almost immediately.



Reload in the next room, then exit to the roof. There are several soldiers hiding around the corners. Have your gun ready.



Don't be afraid to use your Grenade Launcher. There's more ammunition to be had.

SECURE THE HELIPAD



Carefully enter the next building (A), which leads to the helipad. There are two guards under cover inside the room. Use Grenades to flush them out.



BONUS OBJECTIVE: FIND BONUS WEAPON!



Before heading upstairs, use a Satchel Charge on the wall at the base of the stairs. This reveals a hidden room (B) containing ammunition for your Grenade Launcher.



Look to the side and you'll find a ladder. Climb up and you'll discover a hidden WASP, the perfect anti-vehicle weapon, and some rockets for it. This should make destroying Sopot's gunship a breeze.



Head up the stairs and be ready for one more of Sopot's elite. There's a chance that this last guard may have already come down to the bottom floor during the firefight, so don't worry if you don't run into him upstairs.

CHANCELLOR SOPOT'S GUNSHIP (C)



Alias reaches the roof in time to catch Sopot's gunship, but don't be fooled—this is no ordinary gunship.



You can see the helipad from the doorway. Don't go out onto the helipad or you'll be ripped to shreds by the gunship's guns and rockets.



Use the wall next to the door for cover and you shouldn't take any damage at all, but you won't have much of a view of your target.



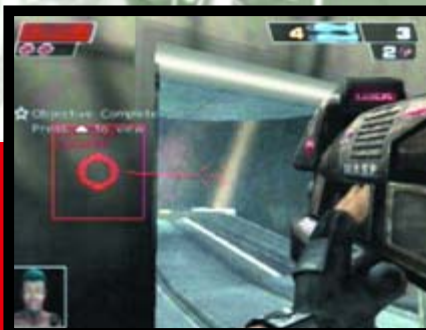
If you have the WASP, this is a very simple battle. By looking at the wall, you'll be able to see where the enemy ship is located.



Press [L1] to lock onto the ship, and you'll see a line connecting your crosshairs to the target. This turns the rockets into homing missiles. You can fire away from your target and still hit it as long as the red line connects the crosshairs and the target.



Aim to the gunship's side and fire a rocket. It will curl around and strike the ship, causing serious damage.



Keep it up, and you will rip the gunship to shreds in no time—but Sopot isn't so easily defeated.



When you have him on the ropes, his pilot takes off from the helipad, and Sopot escapes the assassination attempt.



Don't lose hope. Shrike is on the job. He's able to land on the helipad and finally pick you up. Sopot's days are still numbered.



TIP



If you don't have the WASP, or if for some reason you run out of rockets, you can still win the battle. You can eliminate the gunship with your Grenade Launcher or any gun.



Stay behind the doorframe on the left, and peek out far enough that you can see the gunship's left wing when it rocks back and forth. Blast the wing with whatever you've got, and it won't take long to make Sopot think twice about messing with you.



SHRIKE'S WILD RIDE: MISSION THREE

SEARCH AND DESTROY

OBJECTIVES

- Hunt down and kill Sopot.

BONUS OBJECTIVES

- Decimate building security forces.

HUNT DOWN AND KILL SOPOT



Alias and Shrike are in the air. You're the gunner. **R1** fires the guns. **L1** fires a missile. **R2** zooms in for a clearer view of your target. **L2** locks onto enemy vehicles.



Sopot's gunship lands at a Commonwealth Building. This leads the team to believe that Sopot is inside.



Your orders are to search the building, locate Sopot, and take him out.



Don't fire at every moving target. Many of the people inside the building are civilians at work. Kill them, and your heroics take a hard hit.



Not all of them are neutral, though. Use **R2** to look for enemies with guns and pick them off.



There are a couple of WASP-carrying enemies on the building's roof and ledges. Look carefully for them. If rockets are hitting you and you can't tell where they're coming from, there's a soldier above or below you.



Shrike makes one quick pass around the building, then stops above the helipad and hovers.



Keep your eyes on the windows. Enemy soldiers pour into the rooms.



Use your Machine Guns. If the enemy is partly hidden, or if there are multiple enemies, fire a missile into the room.



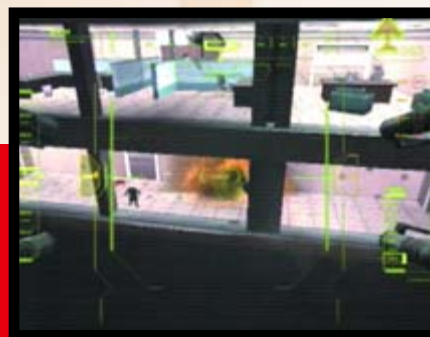
Six windows, lots of targets.



More windows and plenty of targets. Shoot everything that moves.



Don't worry about the damage you cause. After the soldiers open fire, the civilians will have taken cover, so every person you see is an unfriendly target.



Missiles are effective on the bottom hallway.



Check out the left side of the roof. A stray soldier is there, blasting you with rockets.



TIP

Watch the helipad. Some soldiers wander onto it. This makes them harder to see, but easier to shoot.



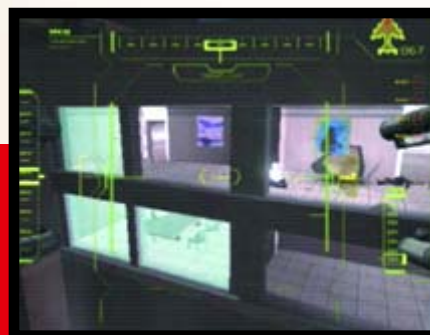
Use missiles to strike down enemies in the top left room. They're so far back that Machine Guns are inaccurate.



After a firefight, Molov warns that enemy gunships are headed your way.



After a bit of shooting, Shrike sweeps around to the next side.



After more fire, Shrike changes positions.



Turn your attention to the approaching gunships.

BONUS OBJECTIVE: DECIMATE BUILDING SECURITY FORCES



Don't miss unfriendly targets, and avoid killing the civilians. If you can do it, you'll earn extra heroics points.

AERIAL ENCOUNTERS

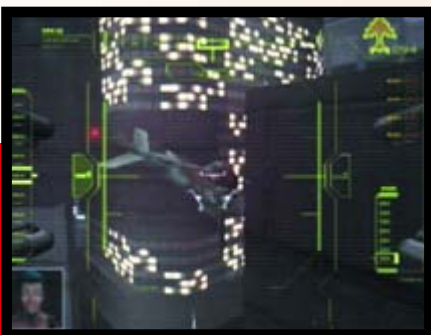
OBJECTIVES

- Evade and destroy gunship patrols.

BONUS OBJECTIVES

- Destroy gunship refueling station.

EVADE AND DESTROY GUNSHIP PATROLS



The sky above the city is full of enemy fighters. As gunner, it's your job to take them down.



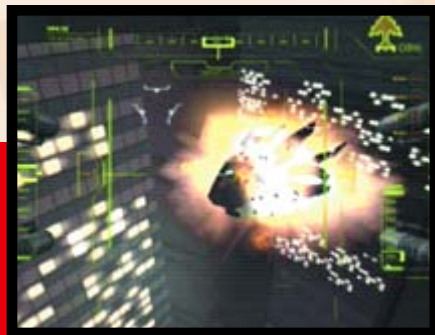
Eliminating the gunships is easy. Use your guns and missiles to rip enemy ships to pieces in seconds.



When the enemy is far from you, use **R2** for easier targeting.



Lock onto enemy ships by pressing **L2**. This makes hitting them with your rockets simple.



Destroy all enemy ships. You don't have to do so to complete the mission, but the faster you destroy them, the less damage they'll cause to you.



Shrike passes an enemy refueling station with two troop transport ships on the landing pads.



You can target the gunships, but they can take a lot of damage. Your goal is to destroy the four fuel tanks along the wall. Don't worry if you miss them, you'll get a second chance later.



Be careful of the gardens on some of the buildings. Civilians are walking around on these platforms, so if you launch a rocket onto them, you'll kill a few. Reserve the rockets and use your guns.





The second time Shrike passes the refueling station, you get a better look at it. He pauses over the helipads, giving you time to target the fuel tanks along the wall.



Keep your guns on the door. Enemy soldiers pour out in groups, but you can eliminate each group with a rocket.

BONUS OBJECTIVE: DESTROY GUNSHIP REFUELING STATION



The second time around, you get a longer opportunity to destroy all four fuel tanks. Pick them off with your guns or missiles before Shrike continues on his way.



Shrike and Alias are called to a nearby Red Faction outpost to ward off enemy troops.



Destroy what gunships remain and hold on tight as Shrike races to the rescue.

BROTHERS- IN-ARMS

OBJECTIVES

- None

BONUS OBJECTIVES

- Destroy military convoy.
- Aid RF troops in streets.
- Destroy Battle Armor.
- Defend RF outpost.
- Defend RF from the Processed.

You get two chances to destroy the gunship refueling station. The first time Shrike flies past, you won't have time to act.



SAVING THE DAY



Shrike blazes through the streets to the Red Faction outpost. Keep an eye on the road for targets. They're enemy vehicles marked with white crosshairs.



Blast them with your rockets.



When you arrive at the Red Faction outpost, more enemy vehicles and troopers are on the ground. Destroy the vehicles first to eliminate most of the enemy soldiers.



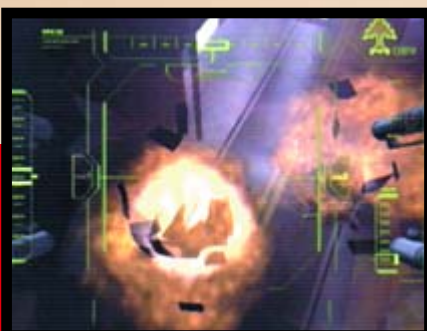
Keep your eyes open, and watch the alley on the right and the intersection on the left. This is where enemy reinforcements run onto the scene. Eliminate them as they approach.



Be careful of what you're shooting at. There are Red Faction soldiers on the ground too, but they're near the building.



You're called upon to eliminate an enemy convoy on the highway.



Watch the street—you get a chance to eliminate a couple of jeeps on your way to the overpass.

BONUS OBJECTIVE: DESTROY MILITARY CONVOY



When you reach the highway, you'll find several trucks heading in both directions.



Use your missiles and guns to destroy them.



Don't miss the trucks headed toward you. There's one that passes as you approach the highway. Look to the right when you're over the road to see it.

BONUS OBJECTIVE: AID RF TROOPS IN THE STREETS



After you reach the end of the highway, Shrike heads to the Red Faction outpost.



Almost immediately, you spy Red Faction troops in a heated battle with Sopot's forces. Destroy the vehicles with a rocket to aid the Red Faction troops, and you'll earn a couple of extra heroics points.



BONUS OBJECTIVE: DESTROY BATTLE ARMOR



When you get back to the outpost, you find that the situation has gotten worse. An enemy in Battle Armor has entered the fray.



Lock onto the Battle Armor and use your guns and rockets liberally to destroy the behemoth. It can withstand a lot of damage, so it may not immediately fall.

BONUS OBJECTIVE: DEFEND RF OUTPOST



The Red Faction troops are almost out of danger. Watch the intersection on the left and the alley on the right.



Cut down enemies that enter the area until you're called away to another assignment. If the Red Faction troops survive, you gain heroics.



Enemy forces shoot down the gunship and Alias is trapped underground. Looks like he's on his own.

BONUS OBJECTIVE: DEFEND RF FROM THE PROCESSED

You're called to help out some Red Faction troops pinned down by Nano Enhanced civilians.



Nano Enhanced civilians can take damage without falling. Use your rockets to pick off those you miss with your guns. Kill enough of them to gain heroics, but this isn't an easy objective.

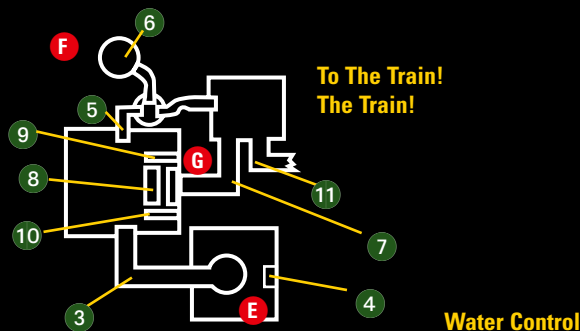
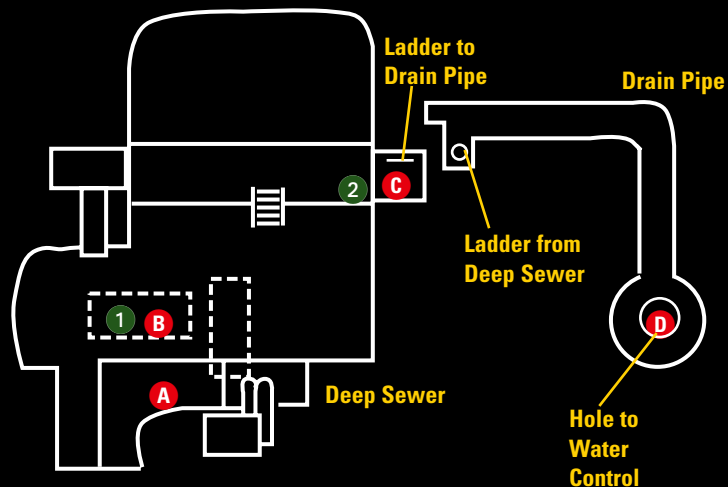


To assist them, you need to eliminate most of the Processed as you pass through.



UNDERGROUND: MISSION FOUR

ALONE IN THE DARK



OBJECTIVES

- Re-establish contact with the squad.

BONUS OBJECTIVES

- None

ITEMS

- 1 2 x Light Rounds, 1 x Frag Grenade
- 2 1 x Light Rounds
- 3 2 x Light Rounds, 1 x Health Kit
- 4 5 x Shock Grenades, 1 x Phosphor Shells
- 5 1 x Health Kit
- 6 1 x Shells, 1 x Health Kit, 1 x Phosphor Shells
- 7 1 x Health Kit, 1 x Light Rounds
- 8 1 x Health Kit, 1 x Grenades (ammo), 1 x Light Rounds
- 9 1 x Phosphor Shells
- 10 1 x Health Kit
- 11 1 x Light Rounds

RE-ESTABLISH CONTACT WITH THE SQUAD



You begin inside a small room with brick walls (A). There's no ceiling, which allows enemy troops stationed on the walls around you to toss Grenades near your position.



Use either your Grenade Launcher or Satchel Charges to destroy the wall to your left. This is the safest spot because it places you out of the line of fire.



Head around the corner and look right. There are large pipes on a small concrete slab.



Jump onto the pipes and run down them to a small platform. From there, leap to a broken metal walkway in the room's middle.



Look left to see a dark hallway (B). Jump from the broken platform to the dark hallway to find Light Rounds and a Frag Grenade (1).



Head to the center and leap to the ground. Use the stairs to reach a covered hallway. Water runs below the hall.



Head to the right through the hall to spy a ladder on the left wall. Jump to the ladder (C) and climb to the drainpipe above.



SHOTGUN AND AMMO



There are two types of enemy security guards that roam this area. One carries a Shotgun, which is a new weapon. Pick up one.



Before leaving this area, stock up on Shotgun Shells by hiding behind the pillars near the ladder leading to the drainpipe overhead.



Wait for your enemies to come to you, then pick them off to collect ammunition. Rely on your Dual Pistols in this area. It takes five shots to the head to dispatch the guards and you can destroy the flying robots with a single shot. If you use the SMG, you'll waste more ammunition than you'll gain.



Switch to the Pistol as you enter the drainpipe. From here on out, you'll only have to deal with robots, so you won't need a lot of stopping power.



Don't kill these enemy soldiers; just run past and dodge the Grenades. If you want to kill them, crouch below the drains and shoot up through the grate.



Head down the pipe and carefully listen. There are soldiers standing over drains in the street, and they're armed with Grenades.



You encounter two robots as you pass through the pipe. Have your guns ready and pick them off from a distance. The second is a spider bomb, which acts like a kamikaze, exploding upon impact. Destroy it.

SECRET STASH 1



At the end of the pipe, you'll enter a room containing wooden planks crossing a large pit (1). Step onto the planks and they'll break, sending you falling to the room below.



At the back of the second room is ammunition on top of a slanted structure (4). After raising the water level, blast the side of the structure to destroy the walls. This leaves a makeshift ladder leading to the top.



Jump onto the bottom metal beam. Back up a step and jump up to the next. If you don't, you'll bounce off. Continue to the top to find Shock Grenades and Phosphor Shells.



You land in a large room filled with deep water. On one side are two ladders leading up to a hall. Climb the ladders and go through the hall.



To get to the main room, look for a pipe below the water and under the catwalk. Swim through the pipe to return to the first room.



From the room, check underwater to find another pipe leading off to the side.



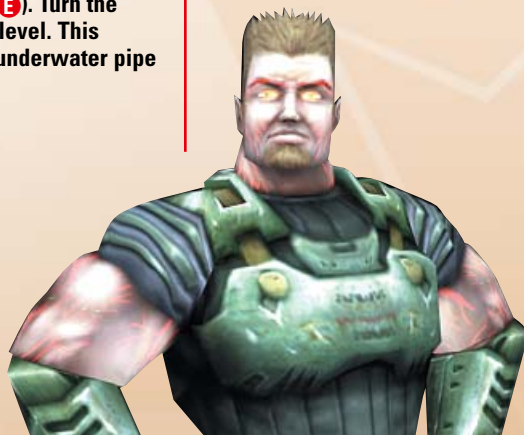
The hall leads to a second room where there is a huge pipe in the center with a valve wheel on the side (E). Turn the wheel to raise the water level. This allows you to access an underwater pipe in the room you left.



On the opposite side of the first room is a Health Kit on top of a pipe. Swim through this pipe to a small room.



This pipe leads to a room containing several items on the ground (F). Collect them, then head to the intersection and go left.





This leads to the last water-filled room. To the right is a long hallway (6). Follow the hall to get more ammunition (7).



At the end of the hall is a brick wall. Several flying robots blow a hole in the wall and attack. Pick them off, then pass through the hole to get a Health Kit (8).

SECRET STASH 2



Above the hole in the wall are two rails running to a couple of pipes near the room's center. On each of these rails are shells and a Health Kit (9, 10).



This will test your ability to destroy a wall while creating a staircase for yourself. Use your Grenade Launcher to blow holes in the wall and create a jagged staircase up to the rails. Do not shoot too close together, or you'll ruin your staircase. Hop up the ledges you've created to collect the items.



Head to the last room and check under the water. A hall leads up. This takes you to the next challenge.

OBJECTIVES

- Re-establish contact with the squad.
- Find a way out of the station.

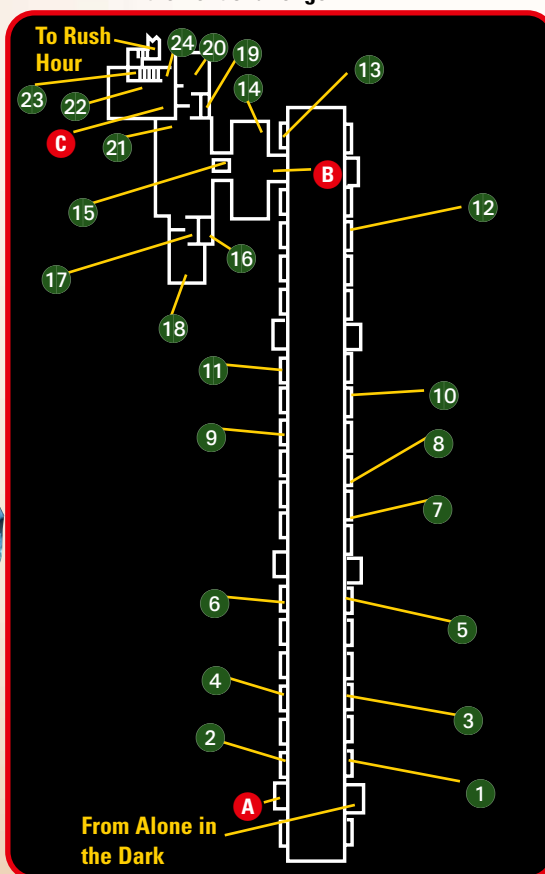
BONUS OBJECTIVES

- None

ITEMS

- 1 1 x Grenades (ammo)
- 2 1 x Satchel
- 3 1 x Health Kit, 1 x Satchel
- 4 1 x Phosphor Shells
- 5 5 x Satchels
- 6 1 x Health Kit
- 7 1 x Health Kit
- 8 5 x Shock Grenades
- 9 1 x Medium Rounds, 1 x Light Rounds
- 10 1 x Grenades (ammo), 1 x Light Rounds
- 11 1 x Light Rounds
- 12 1 x Health Kit
- 13 5 x Incendiary Grenades, 1 x Rocket
- 14 1 x Light Rounds
- 15 1 x Light Rounds, 2 x Health Kits, 2 x Shock Grenades
- 16 1 x Shells, 1 x Health Kit, 1 x Shotgun
- 17 5 x Satchels
- 18 1 x Health Kit, 2 x Shells
- 19 1 x Shells, 1 x Health Kit
- 20 1 x Light Rounds, 2 x Health Kits, 3 x Frag Grenades
- 21 1 x Satchel
- 22 1 x Shells
- 23 1 x Grenades (ammo), 1 x Shells, 1 x Health Kit
- 24 1 x Health Kit, 2 x Light Rounds

THE TRAIN! THE TRAIN!



FIND A WAY OUT OF THE STATION



Climb the ladder to get to a subway tunnel. Speak with the homeless man (A) across the tracks and he'll tell you about the trains and how to avoid them.



By now you will have seen the trains. They cruise through the tunnel every few seconds. Get caught on the track in front of one and you'll be squashed.



You can race through the tunnels behind the trains and make it to safety.



There are a couple of holes in the tunnel's walls. There's a small crawlspace behind the wall.



Use your Satchel Charges or Grenade Launcher to create your own holes and scramble inside the crawlspace to avoid the trains.



There are ammunition and Health Kits in some of the crawl spaces. Check the map to find out exactly where.



When you get to the far end of the tunnel, the trains stop and you encounter a homeless man (B). Listen to him; you need to get to the bathroom.



Things get rough as you enter the station. There are spider bombs everywhere and these tin time bombs are a serious threat. Use your SMG or Machine Pistols to pick them off.

SPIDER BOMBS



These walking bombs are a threat, especially in large groups like you'll see at the station. They charge after their enemies, then throw themselves on their target and detonate. One or two hits from spider bombs won't be serious. However, when you're facing four or more, they'll rip you to shreds unless you act.

Spider bombs can't sustain much damage before overloading, so use light weapons against them. You also need a weapon with a sizable clip for instances when you're facing a small swarm. The Shotgun works well against them in other areas, but in this instance the long reload time will get you killed.



Go around the ticket booth and jump through the window to find ammunition and Health Kits.



On the left is the ladies' room and on the right is the men's. Look for a door on the left side. Place a Satchel Charge on the door to reveal a hidden room containing ammunition.

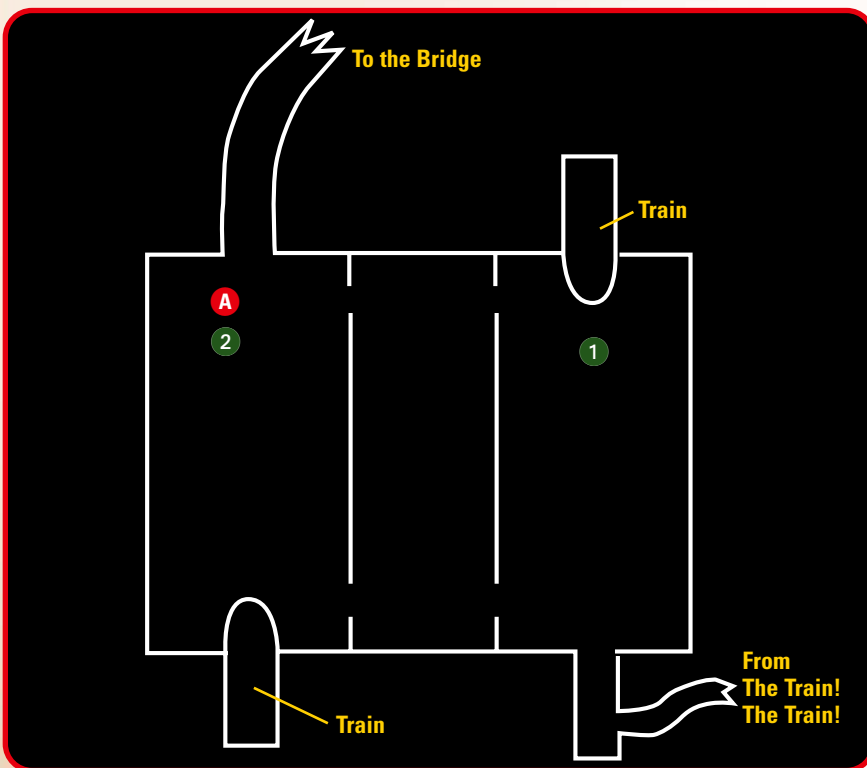


Check out the men's room. Outside the door is a spot in the wall that spider bombs have been using as an entrance (C).



Blast the wall to find a hidden generator room. Go up the stairs and follow the hall to reach the next area.

RUSH HOUR



Exit the tunnel and head left through the door.



You enter a quiet area between stations. This is a good place to rest and recover between battles.

OBJECTIVES

- Re-establish contact with the squad.

BONUS OBJECTIVES

- None

ITEMS

- ① 1 x Health Kit, 1 x Light Rounds
- ② 2 x Health Kits



This is a quick run to the bridge. There are civilians about, enemies running around with Shotguns, and flying robots.





Continue to the other side of the station and check the tracks. There is a train on one side and an empty tunnel (A) on the other.



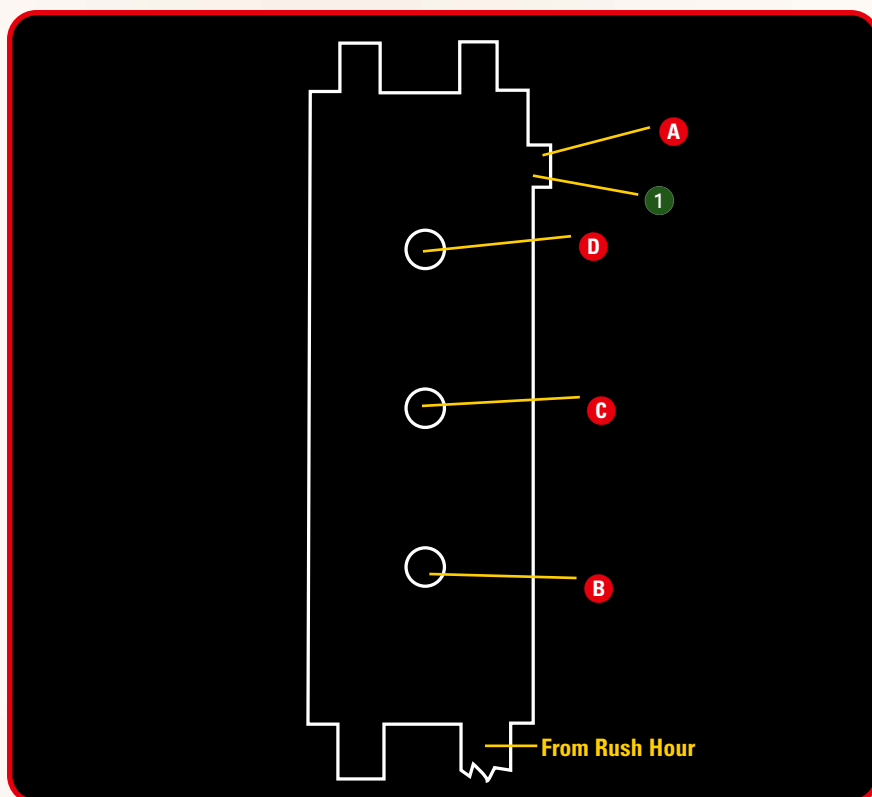
Head down the empty tunnel. You won't encounter any trains or enemies, so it's a clear dash to the bridge.

RENDEZVOUS WITH QUILL ON THE FAR SIDE OF THE BRIDGE



You reach a huge railway bridge that cuts across a river within the city.

THE BRIDGE



Head down the tunnel. Get out fast because the trains are active. If you get caught on the tracks, the trains will flatten you.



OBJECTIVES

- Re-establish contact with the squad.
- Rendezvous with Quill on the far side of the bridge.
- Destroy the bridge by rigging all three pylons with explosives.
- Destroy the concrete casings on the pylons.
- Plant a charge on each internal steel pylon core.
- Destroy the bridge. Arm explosives. Rendezvous with Quill and evacuate.

BONUS OBJECTIVES

- None

ITEMS

- ① 10 x Satchels

Quill (A) radios you from the opposite side of the bridge. You must destroy this structure to stop Sopot's reinforcements. You must cross the bridge and meet her to get more information.



The bridge is well-protected, with enemy soldiers patrolling the area. There's an unlimited supply of them, so don't get caught in firefights or you'll never complete your mission.



Pick up one of the enemy Assault Rifles. Meet your new best friend. This sweet gun fires three-round blasts that can level opponents.



Being careful of the trains, begin crossing the bridge. Trains on the right come from in front of you. Trains on the left come from behind.



When a train is coming, find a safe spot in the middle between the two tracks. The trains can also flatten enemy soldiers, but even so, the moments where you have to stall are dangerous. Keep your guard up.

DESTROY THE BRIDGE: RIG ALL THREE PYLONS WITH EXPLOSIVES



When you reach Quill (A), she fills you in on the plan. You must use Satchel Charges to destroy the concrete casings on all three of the bridge pylons (B, C, D), then plant explosive charges on the steel cores. There are Satchel Charges at Quill's feet if you run out.



Go across the bridge. Quill informs you when a train is coming from her side. When she says move, find a safe spot.



Don't start with the pylon closest to you. Go to the far end and start there. After all three charges are placed, you have a few seconds to get to Quill before the bridge is destroyed. If you start on the end closest to Quill, it's difficult to get back before the explosives detonate.

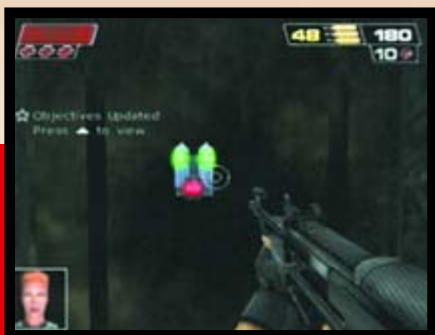


Rigging the explosives is simple. Drop down the holes next to each pylon.



Place a Satchel Charge on the pylon, then move behind the pylon to avoid the blast.





Part of the concrete surrounding the steel core will be destroyed. Place a charge on the steel by standing at the exposed area and pressing X.

**DESTROY THE BRIDGE:
EXPLOSIVES ARMED,
RENDEZVOUS WITH QUILL AND
EVACUATE**



When all three charges are set, get to Quill (A).



Before going up to the tracks, either toss a Frag Grenade to clear enemy soldiers, or peek around to see if you can pick them off with your gun. There may be as many as three soldiers waiting for you to surface.



Don't waste time. Hurry back and avoid fighting.



When you reach Quill, your mission is a success. Sopot won't use this bridge again.



TALK ON THE TOWN: MISSION FIVE

TALK GUNNER

OBJECTIVES

- Make your way to the Citadel.
- Locate Red Faction forces.

BONUS OBJECTIVES

- Find the shortcut.
- Destroy all ATVs.
- Shoot down a gunship.
- Topple the trailers.

MAKE YOUR WAY TO THE CITADEL



With Shrike around, you'll never be in need of a ride. You're the gunner as Shrike causes chaos.



The tank has two attacks: guns and cannon. Fire the guns by pressing **[R1]** and the cannon by pressing **[L1]**; you have unlimited ammunition. Although you can spin the turret 360 degrees, you can't look far up or down.



Use the cannon for dispatching infantry and vehicles; use the gun for soldiers. The advantage of the gun is that it has continuous fire, while the cannon takes a long time to reload.



Things start off quietly, until you round the first corner. There are two enemy ATVs and two soldiers. Take out the ATVs with the cannon and pick off the soldiers with the guns if they remain.



You'll encounter a couple more soldiers in the next alley before you hit the street.



There are soldiers on both sides of the street. Take out the vehicle on the right, then pick off the soldiers with your gun and cannon.



Shrike heads into the alleys. Watch out for fleeing civilians.



As you enter the alley, the tank gets stuck. Enemy soldiers appear on both ends of the alley. The most serious threat is in front of you, but don't ignore the few soldiers that come at you from behind.



Shrike gets the tank out of the jam. Look right as you come out of the alley to see a couple of soldiers hiding around the corner.



After the corner, look down the street for a walkway. There's a sniper in its window, but your cannon can obliterate the walkway and the sniper in one shot.



Turn right after the catwalk and come face to face with five Nano Enhanced civilians. Eliminate the first two by firing a cannon shell between them.



Your guns aren't as effective against the Processed, so continue to use the cannon. Fire next to each one rather than directly at it for best results.

BONUS OBJECTIVE: FIND THE SHORTCUT



As you exit the alley where the tank gets stuck, you'll see a parking garage in front of you. Destroy the parking garage's wall before the tank turns right. Shrike will cut through the parking garage rather than going to the right. After you pass through the garage and head down the next road, look right as you enter the next intersection. If you don't, you'll miss an ATV and fail to accomplish the "Destroy all ATVs" bonus objective.



As you get onto the street, look for enemies on both sides. Take out the van with your cannon.



As you approach the next corner, an ATV halts in your path. Destroy it with the cannon before you get too close, or you'll take splash damage from the explosion.





After taking out the last Nano Enhanced civilian, you'll enter a clearing. A gunship attacks from the right. A shell from your cannon destroys it.

BONUS OBJECTIVES: SHOOT DOWN A GUNSHIP AND TOPPLE THE TRAILERS



After fighting past the Nano Enhanced civilians, you have the opportunity to complete two bonus objectives. You'll encounter a gunship in a clearing. Destroy it with the cannon to complete the first bonus objective.



Near the gunship are two trailers. Blast the left trailer with your cannon to knock it over and complete the second bonus objective.



As you pass a guard booth down the road, look left to see two enemy ATVs. Blast them, then be ready for a gunship that makes a quick pass. Aim at the top left corner of the building on your right to pick off the gunship as it's about to escape.

BONUS OBJECTIVE: DESTROY ALL ATVS



Eliminate every enemy ATV you encounter throughout the level to fulfill a bonus objective. There are five enemy ATVs. They're easy to find, except for the last two, which are after the first guard booth on the left.



You're almost to the end of this section. Look right as you motor down the last street to find two more Nano Enhanced civilians, but that's it for this area.



TRAFFIC CONGESTION

OBJECTIVES

- Make your way to the Citadel.
- Locate Red Faction forces.

BONUS OBJECTIVES

- Destroy all five-ton trucks.
- Save Red Faction members from the Processed.
- Disable the overpass.
- Destroy all enemy gunships.

LOCATE RED FACTION FORCES



After rounding the first corner, you encounter three five-ton trucks carrying military forces. Destroy the trucks with the cannon and pick off any soldiers that remain with the gun.

BONUS OBJECTIVE: DESTROY ALL FIVE-TON TRUCKS

At the start, you have the opportunity to complete a bonus objective. Three five-ton trucks drop off enemy soldiers. If you destroy all the trucks before you leave the area, you'll gain heroics points.



Around the next corner are the Red Faction forces that are pinned down by Nano Enhanced civilians and an enemy tank.



Begin by eliminating the tank. It can cause devastating damage to your own vehicle. It takes several cannon shots to destroy the behemoth.



Turn your guns on the Processed. They are around the corner on the right. Unleash constant cannon bombardment on the corner. Eliminate the Processed as they appear. Don't let up, even as your tank begins to move.

BONUS OBJECTIVE: SAVE RED FACTION FORCES FROM THE PROCESSED & DISABLE THE OVERPASS



When you encounter the Red Faction forces, you must protect them from the Processed to complete your next bonus objective. Pick off the Nano Enhanced civilians closest to the Red Faction members. Don't use the cannon on these enemies, or you may accidentally eliminate a friendly. Turn your cannon toward the corner on the right and pick off the Processed as they appear. You can also complete a second bonus objective now. Behind the enemy tank is an overpass. Blast the overpass several times with your cannon to take a huge chunk out of the road. This not only completes a bonus objective, but it also keeps some enemy vehicles from appearing after you reach the highway.



MAKE YOUR WAY TO THE CITADEL



After the Processed, deal with two enemy soldiers between barricades.



Beyond the soldiers, climb up a ramp to an overpass. An ATV is on the ramp.



As you near the top of the ramp, there is a tank on the overpass. Shoot it a couple of times with the cannon, then look right. An out-of-control ATV screams onto the road. Destroy it with the cannon, or watch as it careens into the side of a building.



As the tank reaches the overpass, ATVs, a gunship, and the enemy tank surround you. Destroy the gunship first, then the tank, then each of the ATVs.



You aren't out of the woods yet. Look to the ledges around the overpass to find enemy soldiers equipped with heavy artillery. Use your gun to mow them down.



Shrike powers the tank along the overpass. Pick off soldiers on the ledges around the overpass, but keep your eyes open for an enemy gunship as you near the next corner. Pick it off with a single cannon blast.



As you round the corner, watch the sky in front of your tank. Two gunships strafe the tank and destroy the overpass.

BONUS OBJECTIVES: DESTROY ALL ENEMY GUNSHIPS



There are four enemy gunships that attack while you're on the overpass. If you destroy all of them, you'll earn heroics points. The first two are easy. They camp out in front of your tank for a long time. The last two are tough. These two pass overhead after you turn left on the overpass. Shoot them to destroy them. Aim your shell between the two gunships to destroy them both with one shot.



The tank falls through the hole in the overpass and into the loving arms of some Nano Enhanced civilians. Eliminate them all. It's a short drive to the end of the area.

ROAD TO THE CITADEL

OBJECTIVES

- Make your way to the Citadel.

BONUS OBJECTIVES

- Assist Red Faction forces.
- Destroy water tower.
- Destroy both checkpoint security stations.
- Disrupt power to the Citadel.
- Destroy all Battle Armor.
- Destroy all gunships.
- Destroy the dropship.
- Destroy all electrical towers.

MAKE YOUR WAY TO THE CITADEL



Things get off to a speedy start. At the end of the first alley, Nano Enhanced civilians pour into the area. Pick them off with your cannon from a distance, and have the gun ready for stragglers.



As you turn the corner, watch the sky for a gunship. Pick it off as it passes overhead. Don't miss it, or you'll lose your chance to complete a bonus objective later.



Under the overpass are Red Faction forces in the midst of blowing up a tank. Don't fire on it, or you may end up killing friendly units.



Things are looking up until Battle Armor enters the fight from down the road. Target it with the cannon and guns, and don't let up until you destroy it.

BONUS OBJECTIVE: ASSIST RED FACTION FORCES



Destroy the Battle Armor that attacks the Red Faction forces under the overpass. Defeat it before it kills off the Red Faction members to increase your heroics.



As you round the next corner, Battle Armor and several Nano Enhanced citizens are in the distance. Target the Battle Armor with the cannon, then pick off the Processed.



BONUS OBJECTIVE: DESTROY WATER TOWER



As you battle the second Battle Armor, you notice a water tower sitting on top of a building in the background. Shoot it with your cannon after you destroy the Battle Armor. After you turn the corner, the water tower will be out of reach.



You've reached the outskirts of the Citadel. There are two guard posts containing soldiers outside the front gate. Blast them to wipe out the soldiers inside.

BONUS OBJECTIVE: DISRUPT POWER TO THE CITADEL & DESTROY ALL ELECTRICAL TOWERS

When you pass through the gate to the Citadel, there are electrical towers in front of you. Blast one of them with the cannon to cut off power to the base. Earn a second bonus objective by destroying all three electrical towers before the tunnel and the one to the right as you exit the tunnel.



BONUS OBJECTIVE: DESTROY BOTH CHECKPOINT SECURITY STATIONS



Before you enter the gate to the Citadel, there are two guard posts containing soldiers. Shoot one cannon shell into each building to complete a bonus objective.



Heading down the road to the Citadel is enemy Battle Armor. Target it and give it everything you have to destroy it before you pass.



BONUS OBJECTIVE: DESTROY ALL BATTLE ARMOR



There are three suits of Battle Armor in this level. If you destroy them all, you complete a bonus objective. The first suit is a direct fight. The second and third suits are instances where you're moving past them. Act quickly to destroy them, or you'll miss your chance.



Coming around the bend in the road, you find a tunnel. Look to the sky to see an enemy gunship, too. Eliminate it with the cannon.



As you enter the tunnel, watch the road behind you. A second gunship flies into the tunnel. Pick it off as it approaches.



BONUS OBJECTIVE: DESTROY ALL GUNSHIPS



There are three gunships in this level. The first is before the overpass at the start, and the last two are at the tunnel before the Citadel. Get them all to score a bonus objective.



Look back toward the front of the tank. As you approach the tunnel's exit, an enemy dropship stops in front of you and unloads troops. Destroy it with a couple of shots. If you're fast, you won't have to deal with any troops, but be ready to pick off a couple of soldiers just in case.



The tank pauses outside of an enemy post after leaving the tunnel. Use the gun to pick off enemy soldiers on the left and the cannon to kill the pairs coming in from the right. You must survive several waves before moving onward.

BONUS OBJECTIVE: DESTROY THE DROPSHIP



As you exit the tunnel in front of the base, you encounter an enemy dropship. It takes at least two cannon shots to destroy it. If you don't act quickly, it flies away. Blow the dropship to kingdom come to complete a bonus objective.

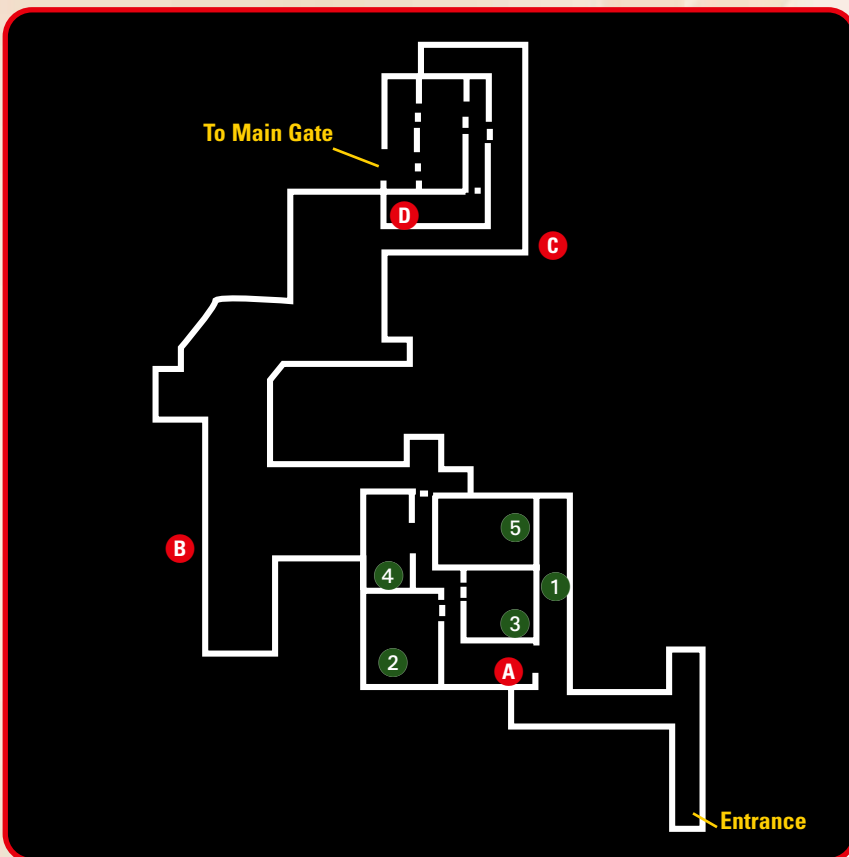


You've made it to Sopot's Citadel. Hold on tight as Shrike creates a new door into the base.



SOPOT'S CITADEL: MISSION SIX

BREAK IN



The alleys are tight and the fighting is fierce. Use whatever cover you can find, such as crates and machinery. Crouch behind corners when no cover is available.



Pass through the enemy barracks (A) to get deeper into the compound.

OBJECTIVES

- Reach the Citadel's central courtyard.

BONUS OBJECTIVES

- Minimize civilian casualties.

ITEMS

- ① 2 x Shells
- ② 1 x Pistol, 3 x Frag Grenades
- ③ 1 x Grenades (ammo), 1 x Health Kit
- ④ 10 x Incendiary Grenades, 10 x Satchels, 1 x SMG, 1 x Assault Rifle
- ⑤ 10 x Frag Grenades, 1 x Assault Rifle, 1 x Machine Pistol

REACH THE CITADEL'S CENTRAL COURTYARD



Expect heavy resistance as you enter the Citadel. Enemy soldiers armed with a variety of weapons stand against you at every turn.



Three doors are around the corner. Before entering any of them, look left around the next corner and pick off the soldier.



You can't open the doors; destroy them with gunfire or grenades. Ammunition is in each room, so restock.



Head left as you leave the barracks. An ATV is in the distance. Use a Frag Grenade to destroy it. This draws out any enemies near it, making them easier to pick off.



Move to the corner of the building on your left and use the wall for cover while you eliminate the second sniper.



Be careful of the last room on the right. Head around the outside of the room and stay left. The soldier inside the room destroys the wall and opens fire. Pick him off, then collect the gear inside.



There's a line of windows in the building in front of you (B). Two snipers, one on the left and one on the right, peek out of the windows.



Follow the road to the right. As you round the building where the snipers were located, duck behind the left barricades.



Exit the barracks. There's one soldier above you and four on the ground. At first, you can see the one above and one to your right. Drop into the barracks if you're getting ripped apart.



Rush forward and duck behind the right corner of the ATV. From there, pick off the right sniper.



The barricades make decent cover for a fight with three soldiers to the right.





Continue down the road until you come to an alley on the right. Use the right corner for cover, duck, peek out, and pick off the two soldiers on the ground.



A sniper is in the window at the end of the alley (C). Lean out enough to draw a bead on his position.



When the soldiers are eliminated, jump over the crates and follow the alley to a door.



Pass through the building to reach the next area.

BONUS OBJECTIVE: MINIMIZE CIVILIAN CASUALTIES (D)

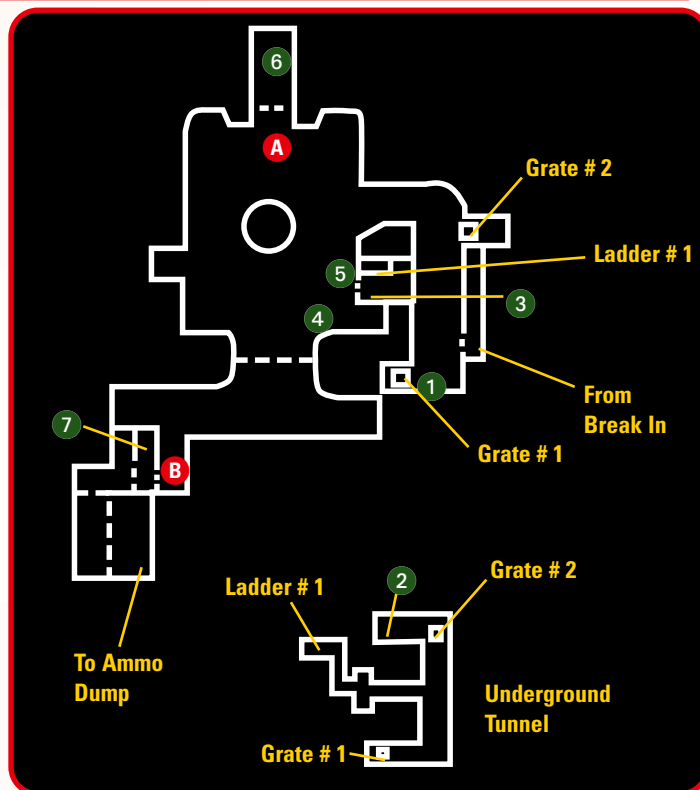


As you enter the final building, a closed door is on your left. Approach the door to hear several frightened civilians in a conversation with an angry soldier.



Throw open the door and target the soldier. Hit him with a headshot before he opens fire. There are four civilians running between you and the enemy soldier. Time your shot so you don't hit the civilians, but shoot before the soldier does. If you can manage this, your heroics rises.

MAIN GATE



OBJECTIVES

- Reach the Citadel's central courtyard.
- Hold off the enemy until backup arrives.
- Access the interior gate of the Citadel.
- Locate and destroy the Citadel's ammo dump.

BONUS OBJECTIVES

- Locate the anti-armor weaponry.
- Collapse the light post on the Battle Armor.

ITEMS

- 1 3 x Grenades (ammo), 5 x Frag Grenades, 5 x Satchels
- 2 5 x Satchels, 1 x Health Kit
- 3 6 x Shock Grenades, 2 x WASPs
- 4 2 x Medium Rounds, 1 x Health Kit
- 5 10 x Frag Grenades
- 6 5 x Frag Grenades, 1 x Health Kit
- 7 3 x Frag Grenades, 10 x Incendiary Grenades, 1 x Health Kit

REACH THE CITADEL'S CENTRAL COURTYARD



Exit the building. Unfriendly fire comes from the right. Look for two soldiers on the ground and two on catwalks above.



The courtyard is ahead. There are two ways into the courtyard: the direct route and the underground route. Use the underground route for some added heroics.



BONUS OBJECTIVE: LOCATE THE ANTI-ARMOR WEAPONRY



A square grate (Grate 2) is on the ground to the right of where you entered. Destroy it with an explosive, then drop into the hole.



Press **↓** to turn on your night vision in the tunnel.



To your left is a stack of boards. Destroy them to reveal a hidden passage.



Follow the passage to a steamy area containing large machinery. Turn off your night vision—there is plenty of light now.



Look for a ladder on the wall. Creep up slowly. Three soldiers are above you; eliminate them one at a time.



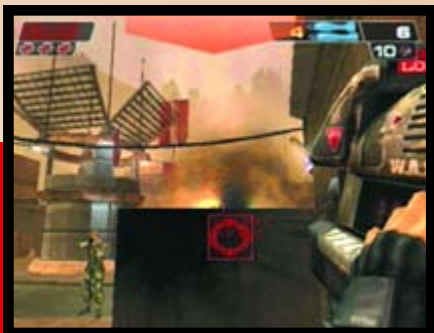
Inside the room is a cache of heavy artillery. Pick up whatever you need, then exit the building through the large door on the side.



With Battle Armor roaming the courtyard, you need serious firepower. Enter the underground tunnels near the start and look for a stack of boards along one of the walls. Destroy the boards to reveal a passage leading to the inside of a building containing WASPs and Shock Grenades (2). Those should be sufficient.



Open the doors and peer into the courtyard. Eliminate the enemy soldiers around you without leaving the building. The Battle Armor is to your right and you don't want to draw its attention yet.



After you eliminate most of the enemy forces, work on the Battle Armor. Use the WASP to lock onto the Battle Armor, then unload on it with rockets.

HOLD OFF THE ENEMY UNTIL BACKUP ARRIVES



Eliminate any enemies that remain in the courtyard, and kill any enemies that show up before the rest of the team arrives.



Stand near the gate on the side where you came in; the walls provide you with cover. Look to the left of the guard tower to see three spots where the enemy enters.

BONUS OBJECTIVE: COLLAPSE THE LIGHT POST ON THE BATTLE ARMOR



You can try to crush the Battle Armor instead of blowing it to smithereens. This is tricky. The light post is outside the building where the WASPs are. Stay on the opposite side of the crate next to the light post and target the top of the light post with your Grenade Launcher.



The Battle Armor walks over and steps between the crate and the light post, but the crate protects you from its wrath. If you walk to the right or left, the Battle Armor follows you. Lure the Battle Armor to the middle of the crate while blasting the top of the light post. If you time it right, the post falls on the Battle Armor and crushes it.



NOTE

Camping in the access tunnel while waiting for your back up to arrive will result in another Battle Armor appearing. You cannot kill this Battle Armor with the light post to earn the Bonus Objective.



There's a door to your right where an enemy enters. Turn the corner and eliminate him.



Stay put and wait. Quill soon arrives to unlock the gate so Molov, Tangier, and Repta can enter the courtyard.

ACCESS THE INTERIOR GATE OF THE CITADEL



When Quill opens the gate, cross the courtyard to meet Molov and the rest of the team (A).



You're charged with locating and destroying the base's ammunition dump, which is through the gate on the other side of the courtyard. Cross to the gate. It's locked, but Tangier bypasses the security.

LOCATE AND DESTROY THE CITADEL'S AMMO DUMP

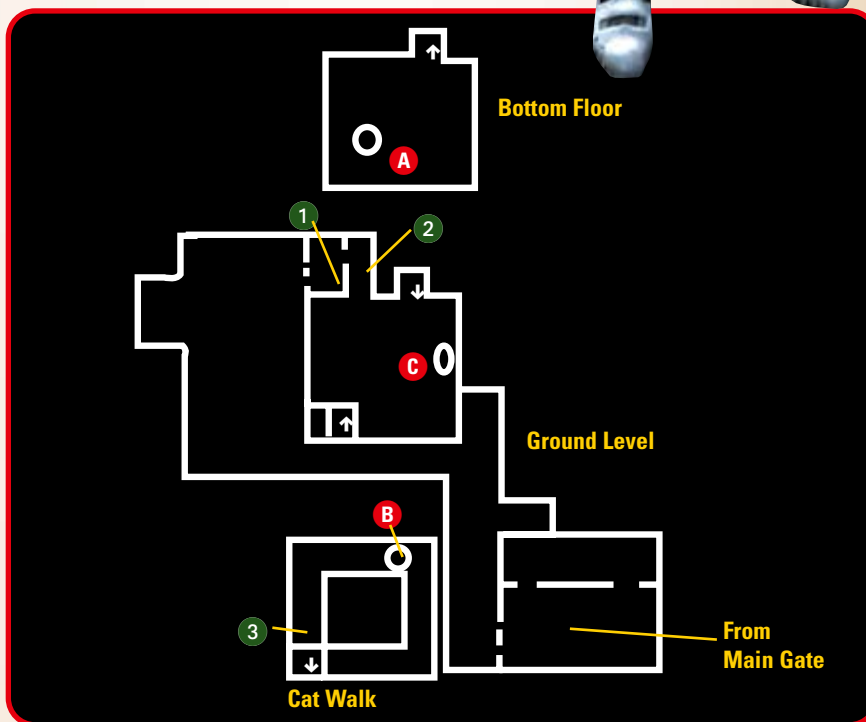


Resistance is heavy through the gate, but Repta makes the walk easier. Be careful and follow the road to the next building (B).



Eliminate two enemies inside the next building. The rest of the way to the next area door is clear.

AMMO DUMP



OBJECTIVES

- Locate and destroy the Citadel's ammo dump.
- Plant charges on the explosive stockpiles on each floor.

BONUS OBJECTIVES

- Drop the suspended platform on enemy troops.

ITEMS

- ① 2 x Health Kits, 5 x Frag Grenades, 4 x Shock Grenades
- ② 5 x Incendiary Grenades
- ③ 5 x Satchels



LOCATE AND DESTROY THE CITADEL'S AMMO DUMP



Exit the building and head to the right. Two ATVs are parked in the alley ahead. Use Frag Grenades to destroy the vehicles. The explosions wipes out nearby enemies.



Head down the alley and around the ammunition dump, the building on the right. Molov radios you with your orders. You must plant three charges on ammunition stockpiles in the building.



Enter the building. Repta stays behind to watch your back at the door. There's no turning back now.



Enter the ammunition dump. There are soldiers on the same level as you and overhead on the catwalk. Pick them off from the hallway.

BONUS OBJECTIVE: DROP THE SUSPENDED PLATFORM ON ENEMY TROOPS



As you enter the ammunition dump's storage area, you encounter two soldiers on the ground floor. Above them is a small square platform holding crates. If you crush at least one of the two enemies with the platform, you can gain some heroics. Explosives are the only things that will drop the platform, but if you shoot the bottom of the platform, the explosion kills the soldiers standing underneath it. Go into the storage area past the soldiers, then turn around and shoot the platform near the top.



TIP

The female soldier on the ground floor is using an NICW, which you'll remember from the beginning of the game. Its Grenades can rip you to shreds. On the flip side, when she's dead you can claim the NICW.



Two of the ammunition stockpiles are in the main room. Ignore them for now. Set the charge on the stockpile in the basement first.



Use the elevator near the door to go downstairs, and have the NICW ready. There are several soldiers in this room and no immediate cover. Use the NICW's Grenades to kill the soldiers.





When the room is secure, find the stockpile (A) and set the first charge by pressing X. Head upstairs.



Use the cage elevator on the opposite side of the room to reach the catwalk overhead.



Jump across the boxes to find the second stockpile (B). Set the charge, then jump to the floor below. Molov radios you, stating that you have 45 seconds after you place the first charge on hard difficulty, after you place the second charge on medium, and after you place the third charge on easy to exit the building.



Finish up by placing the last charge on the third stockpile (C), then return to the front door to escape.

CAUTION

If you fail to exit the building within 45 seconds of planting the second charge, the building will be destroyed with you inside. You may be tough, but there's no way you can survive such a blast.



BATTLE ARMOR

OBJECTIVES

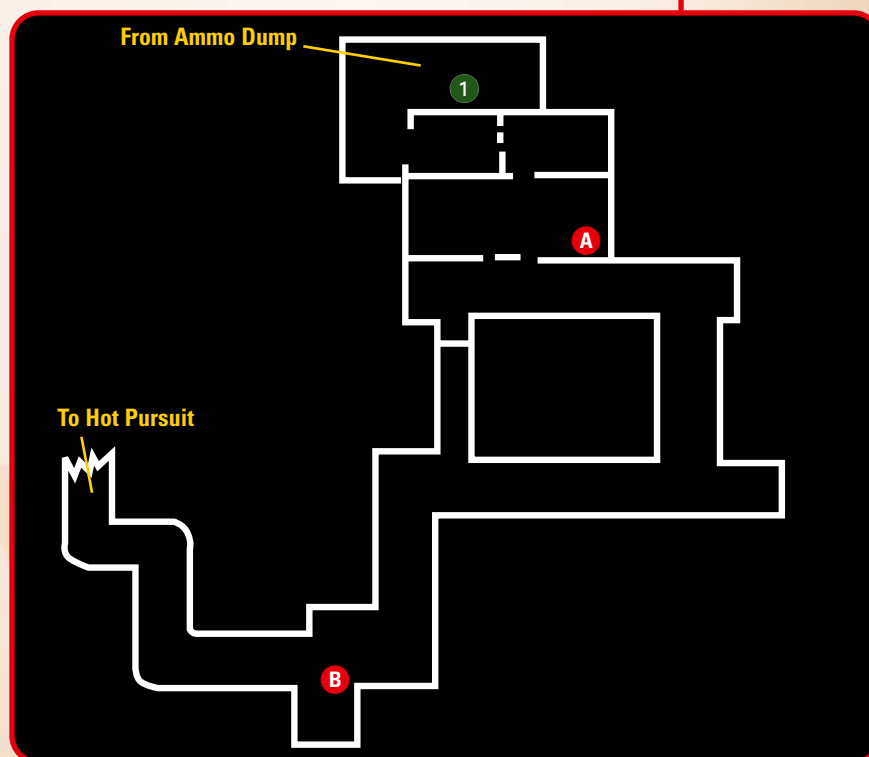
- Commandeer the Battle Armor.
- Intercept Sopot at the Citadel's missile silo.

BONUS OBJECTIVES

- None

ITEMS

- ① 1 x Assault Rifle, 8 x Frag Grenades, 8 x Shock Grenades, 1 x Health Kit, 1 x Shotgun, 2 x Machine Pistols



COMMANDEER THE BATTLE ARMOR



The armory went up with a huge bang thanks to your efforts. Now the ground is littered with weaponry. Pick up what you can.



There seems to be no way out of the pit where Alias and Repta are, but look closely to notice explosive barrels next to the nearby building. Blast the barrels to create a hole in the



wall and enter the vehicle repair bay. Use the switch on the console to find Battle Armor (A) in a pod along the side of the bay. You're about to give your enemies a taste of their own medicine.



When you flip the switch, you'll alert several guards to your presence. Eliminate them, then go to the Battle Armor and press X to step into it.



Repta opens the bay doors (watch the control booth). This lets you take the Battle Armor to the street.



An ATV and a soldier are to the right. Send a rocket their way by pressing (R2). You won't have to think about them again.



Turn right to see several soldiers. This is a good time to try out the suit's Incendiary Grenades. Hit (L2) to flame them all.



Some concrete and brick barricades block your path. Use the suit's rockets to destroy the blockade and continue down the alley.



Look to the top of the outer wall as you advance to find some enemies toting WASPs. Pick them off with your guns ((R1) and (L1)).



Blow out the brick wall at the end of the alley, then turn left and wipe out the two ATVs coming from that side.



Turn around and follow the road. Blast through the two blockades in your path, but stay back for a moment while your weapons reload.



Peek around the corner to see a propaganda billboard over the street. Blow it up with a rocket to get it out of your way, then let your weapons reload.



Walk around the corner and look up and left. An automated turret is on the building's side. Use your rockets to destroy the turret before it causes damage to the suit.



Continue around the next turn and eliminate the barricades in your path. Soldiers run in from the right (B). Keep your distance from them as Shrike strafes them in his gunship.



Follow the road as it snakes between the buildings to enter the next area.

HOT PURSUIT

OBJECTIVES

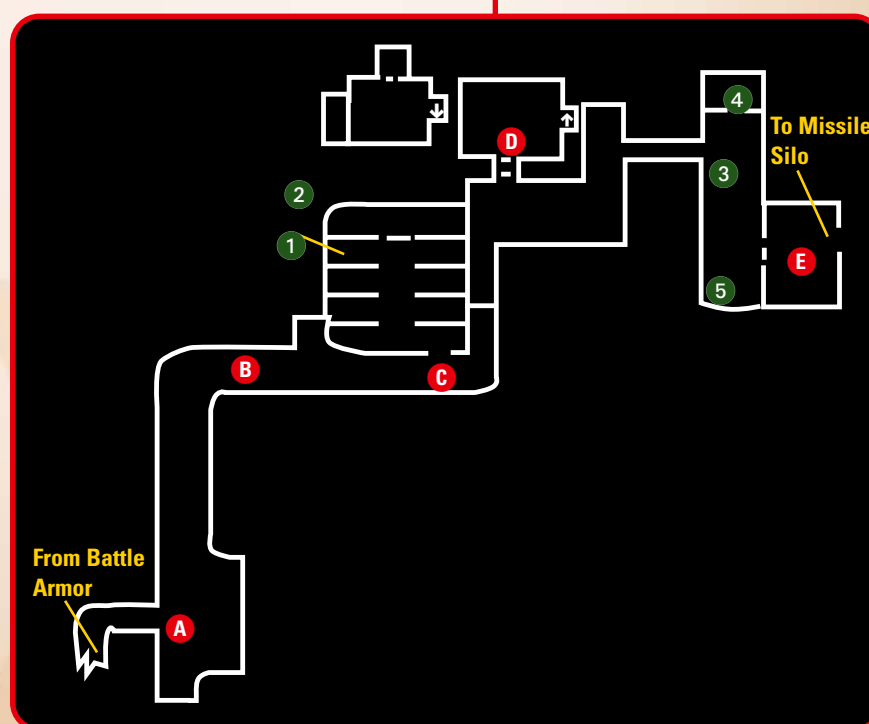
- Intercept Sopot at the Citadel's missile silo.

BONUS OBJECTIVES

- Disrupt the Citadel's communications capability.

ITEMS

- 1 2 x Shells, 2 x Shock Grenades, 5 x Frag Grenades, 5 x Incendiary Grenades
- 2 2 x Health Kits
- 3 2 x Frag Grenades
- 4 1 x Grenades (ammo), 1 x Health Kit
- 5 1 x Grenades (ammo)



INTERCEPT SOPOT AT THE CITADEL'S MISSILE SILO



As you round the first corner, you come face-to-face with another Battle Armor (A). Torch it with your guns and rockets, and it falls.



The overpass is too low for the Battle Armor to pass underneath. Take a little off the bottom of the overpass with your rockets, then pass underneath.



Take a couple more steps and the rest of the ambush squad is exposed. There are three around you. Kill them.



At the end of the road is a large encampment of enemies. There are guard towers and stations on the left and right. Put a rocket in each tower, then destroy the two stations while picking off soldiers on the road.



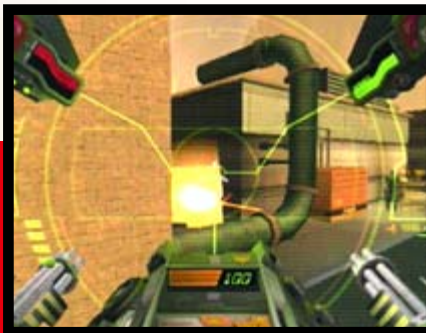
Farther down the road is a worker claiming to be with the Red Faction (B). He begs you to follow him. In reality, he's an enemy trying to lure you into a booby trap. Run him down with your Battle Armor.



The road ends ahead, so you have to leave your Battle Armor behind. Before you exit it, look to your left to see some barrels next to a building. Shoot the barrels to blow a hole in the building's side (C).



Head left down the road to see an overpass in the distance. Two enemy soldiers take up position behind the left and right sides of the overpass. You know what to do.



Creep down the road and shoot an Incendiary Grenade around the left corner to burn up half of the would-be ambushers.



Leave the Battle Armor and equip the NICW. Head into the building and get ready for enemy soldiers. Watch for one civilian at the end of the room.



You need finesse to leave the building without taking heavy damage. Throw open the door, target the ATV to the left, and blast it with an NICW grenade. The explosion wipes out most of your enemies.



Clean up the stragglers. Repta notes that the building on the left is the Citadel's communications building. Attack this building to complete a bonus objective, or continue toward the missile silo.



BONUS OBJECTIVE: DISRUPT THE CITADEL'S COMMUNICATIONS CAPABILITY (D)



You find the communications building after leaving behind your Battle Armor. Enter the building and be ready for resistance from the ground floor and the catwalk above.



Take the elevator to the catwalk and check the room on the right to find the communication tower. Plant a charge on the tower and evacuate before the explosives detonate. Your efforts earn you heroics.



Head down the alley near the communications building. Several soldiers block your progress at the end. There's no place to run, so use NICW Grenades to eliminate them before they cause you damage.



Getting through the alley is tricky. There are soldiers camped on the left and right side, which you can't see. If you have equipped the NICW, targeting boxes mark their locations. These two soldiers will throw a constant stream of Frag Grenades into the alley.



Throw an Incendiary Grenade over the corner of the buildings on the left and right to fry these two grenadiers.



Head to the right and, as you near the next door, a gunship flies overhead. Repta shoots it down and the ship crashes into the building in front of you (E).



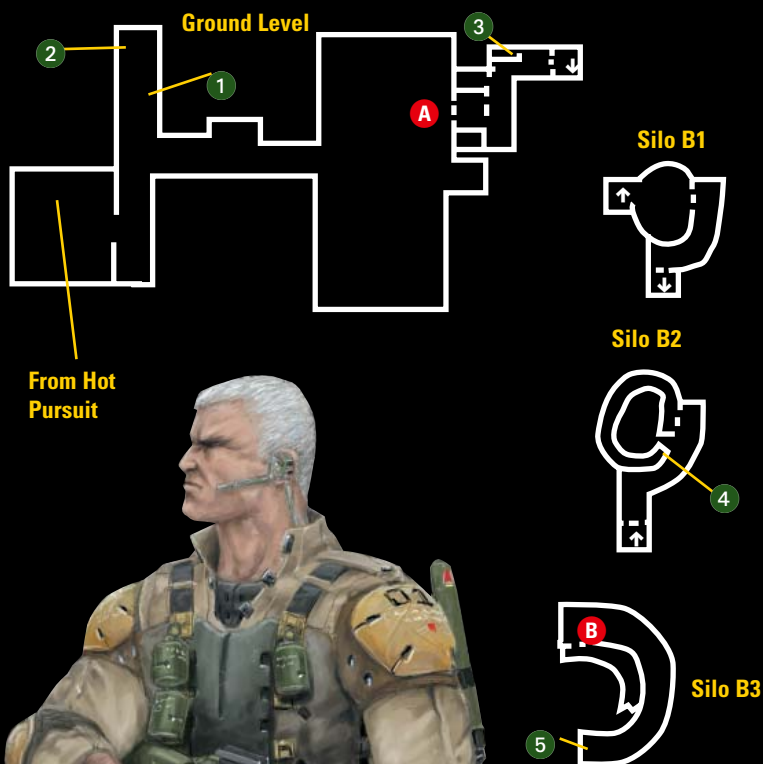
TIP

Check the back of the vehicle on blocks to find Grenades (5) in its back seat.



Pass through the now-burned-out building to reach the next area.

MISSILE SILO



OBJECTIVES

- Intercept Sopot at the Citadel's missile silo.
- Pursue and eliminate Sopot.

BONUS OBJECTIVES

- None

ITEMS

- 1 3 x Frag Grenades, 1 x Medium Rounds
- 2 1 x Health Kit
- 3 1 x NICW, 10 x Frag Grenades, 1 x Grenades (ammo)
- 4 5 x Incendiary Grenades
- 5 2 x Health Kits

INTERCEPT SOPOT AT THE CITADEL'S MISSILE SILO



Sopot is almost within your grasp. Head away from the door and down the alley to the guards chucking Grenades your way. Don't hesitate and you won't have to worry about the Grenades.



Meanwhile Repta takes out the automated turret in the adjoining alley. This lets you get through safely.



Before leaving the alley, look around the corner to the left. The female soldier hiding in the corner is set to blast you with a Grenade, but if you shoot an NICW Grenade into the wall near her, you'll put her down before she can shoot.



Clean up the street, then head into the silo (A). You're trapped in the entrance upon entering.

PURSUE AND ELIMINATE SOPOT



Plant a charge on the interior door and stand back. That lock won't hold for long.



Follow the hallway to the elevator and head down.



Exit the elevator in a circular room that encompasses the missile. Fight off the guards, then pass through the back door

to head deeper into the silo. Look closely to catch a glimpse of Sopot fleeing the room.



As you enter the next room, target and eliminate the female soldier. She has an NICW and won't hesitate to use its Grenades. Wipe out the two remaining soldiers, then use the elevator at the end of the hall.



When the elevator doors open, three of Sopot's elite guards are in your path. Mow them down with a Grenade and keep moving.



A few enemies protect the walkway to the bottom of the silo. Look over the railing pick off these soldiers as you descend.



When you get to the bottom, you see Sopot hurriedly trying to launch the missile. Head into the control room (B).



Alias has a fitting death in mind for the Chancellor.



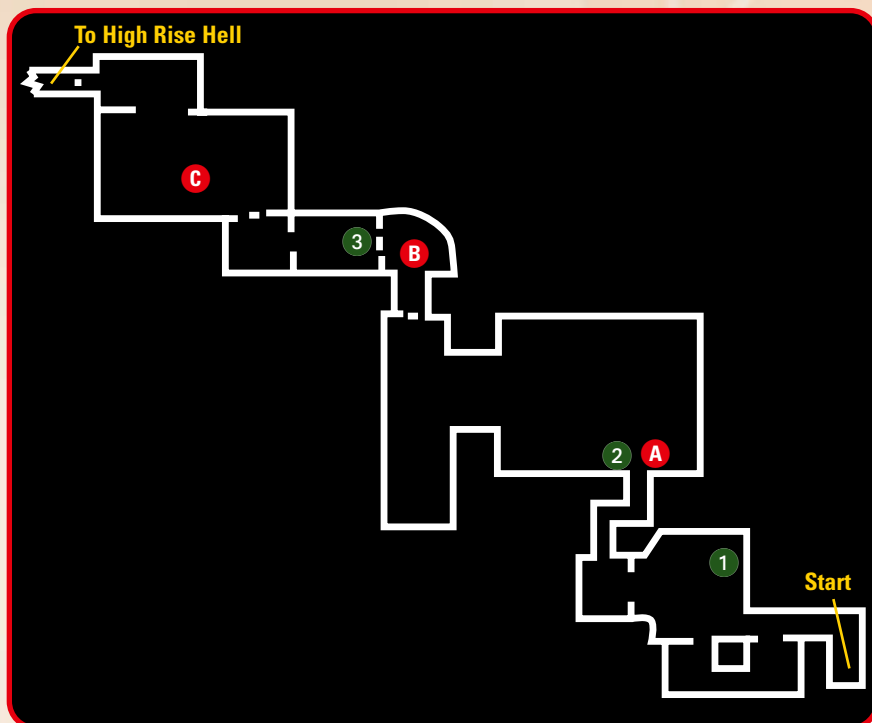
Press the button on the main console in the control room to fire the missile and watch Sopot fry.



Molov orders the team to report back to Red Faction headquarters. There he reveals a startling twist. Say hello to Chancellor Molov.



HANGING IN THE 'HOOD: MISSION SEVEN MEAN STREETS



OBJECTIVES

- None

BONUS OBJECTIVES

- Help RF take intersection.
- Protect RF fighters in streets.

ITEMS

- ① 1 x Satchel
- ② 1 x Health Kit
- ③ 5 x Satchels

ON THE RUN



With the turn of events, Alias, Tangier, and the Red Faction are on the run. Now that Molov is in charge, things are going to get tougher.



Red Faction forces are in deep trouble throughout the city and it's your goal to help them out. The first force is pinned down around the corner.



Go in with guns blazing and blast the ATV with a couple of Grenades to eliminate the soldiers around it.



Slip into the garage on your left and eliminate any soldiers that may be wandering inside. This gives you a good view of the rest of the battlefield, so you can kill off the rest of the offending force.



TIP

When you defeat the enemies near the ATV, the Red Faction troopers run down the alley. There are two soldiers around the corner, and one has a Grenade Launcher. Take the enemies out quickly, or they'll wipe out the Red Faction soldiers as they advance.



When the battle dies down, collect what you can, then look to the wall at the end of the street. There is a cracked and boarded area. Use your explosives to create a hole in this spot and pass through.



Sneak through the hallway ahead and be ready for a couple of soldiers at close range.



Exiting the hallway, you see Molov's troops, which are hiding above you (A), ripping apart Red Faction forces in the building across from you.



Use your NICW's targeting system to peer through the ceiling above you and locate the enemy soldiers.



Shoot Grenades into the ceiling where you see the target markers to wipe out the enemy and save the Red Faction forces across the street.



Follow the war-torn road to the left and into another building. There's minor resistance ahead.



Pass through the door to the right, then through the red hallway. You come to an intersection where a major battle is occurring. Help, or continue to the left.

BONUS OBJECTIVE: HELP RF TAKE INTERSECTION

(A)



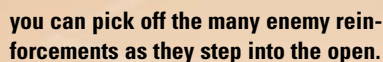
The Red Faction is attempting to take control of an important crossroads in the city. You must turn the tide of battle in their favor.



As you enter the area, there is a stationary turret pointed toward the intersection. Walk to the turret and press X to take control of it.



Press R1 to fire and L1 to zoom in on the action. Pick off the enemy soldiers as they advance from the right. Help keep the Red Faction forces alive to raise your heroics.



**BONUS OBJECTIVE:
PROTECT RF FIGHTERS IN
STREET (C)**



OBJECTIVES

- ## BONUS OBJECTIVES

- **Help Red Faction forces survive ambush.**
- **Kill four snipers.**
- **Kill eight snipers.**

ITEMS

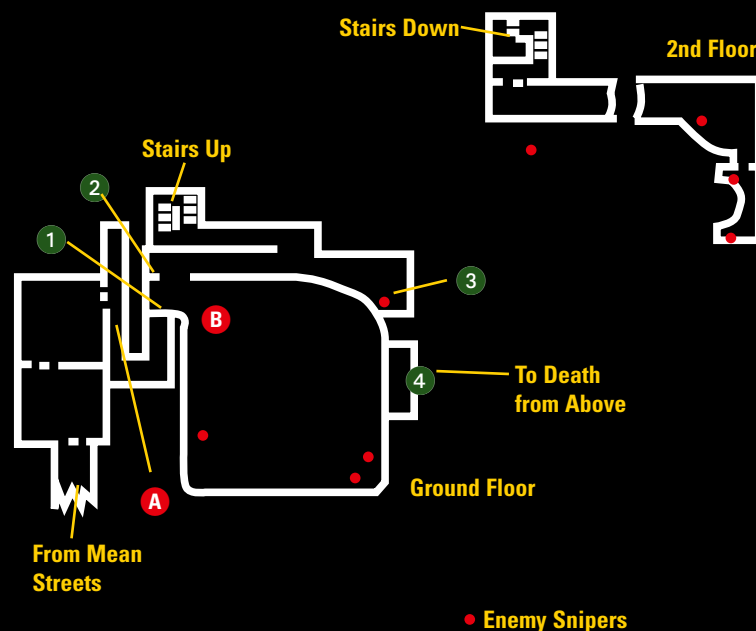
- 1 x Assault Rifle, 2 x Grenades (ammo)
- 1 x Sniper Rifle, 2 x Health Kits
- 1 x Satchel
- 1 x NICW, 3 x Frag Grenades, 1 x Health Kit



You're finished with this area, but there are plenty of Red Faction forces that need your help. Take a deep breath and head through the doors ahead.



Go to the tank and look over the right corner into the room beyond. From here



PROTECT RF FIGHTERS IN THE STREET



Get your gun ready and head through the door ahead. If you follow the Red Faction soldiers into the street, you'll be in the midst of an enemy ambush.



Take out the two enemies on the ground first, but do not shoot the Red Faction forces in the process. They cross your line of fire.



Scan the building to the right to find two snipers in the windows above. Shoot a Grenade into each window to eliminate the threat and save your allies.

BONUS OBJECTIVE: HELP RED FACTION FORCES SURVIVE AMBUSH (A)



As you enter the first street behind two Red Faction soldiers, you walk into an ambush. Eliminate the two soldiers on the ground, then the two above in windows on the right. Kill the enemies before they can kill your allies to complete a bonus objective.



Follow the road around the bend and enter the doors ahead. There are two Red Faction soldiers pinned down outside a clearing. What you may not see is that there are snipers hiding in the buildings around you.



Pick up the Sniper Rifle from the wall across from you and equip it. It will help you locate and eliminate the enemy snipers. There are four in the first wave and four in the second wave. Their positions have been marked on the maps to assist you. There is more detail under "Bonus Objectives: Kill Four Snipers and Kill Eight Snipers."



BONUS OBJECTIVES: KILL FOUR SNIPERS AND KILL EIGHT SNIPERS (B)



When you reach the large clearing at the end of this area, there are enemy snipers. Pick them off to score extra heroics.



The first sniper is in front of you on ground level.



The second sniper is on the second story in one of the long windows.



The third sniper is to the right from the entrance on the second story.



The fourth sniper is overhead. Sneak out from under the starting area and use a Satchel Charge to blow him to bits.



The second wave of snipers doesn't appear until you climb the stairs in the building to your left. The fifth sniper is behind the electrical post across from the second floor hallway.



The sixth sniper is at the end of the second story hallway.



The seventh sniper is in the long parallel windows across the clearing on the bottom floor.



The last sniper is in the blown out portion of the building at the end of the second story hallway on the right side.



After you eliminate the first four snipers, look at the wall near the entrance to see a large crack. Use explosives to destroy the wall at this spot and head through, but be ready for an enemy soldier on the opposite side.



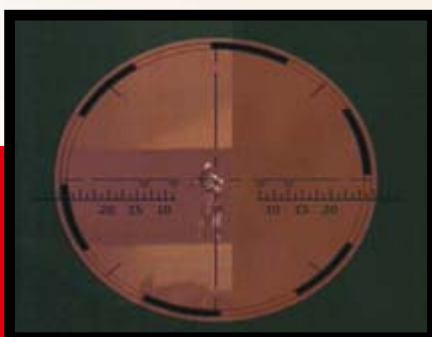
Follow the hallway and look for a door on the left.



Pass through the door and follow this second hallway to a staircase.



Take the stairs up to meet a Red Faction soldier. She attempts to leap the gap ahead, but gets shot down in the process. You can't help her; this is a warning that more snipers are near.



Eliminate the four new snipers before crossing the gap. Check "Bonus Objectives: Kill Four Snipers and Kill Eight Snipers" and the map for assistance.



Leap the gap in the second story hall and follow it to the end.



You are standing in an area where a bomb destroyed most of the building. Drop to the floor below and pass through the door to get to the next area.

DEATH FROM ABOVE

OBJECTIVES

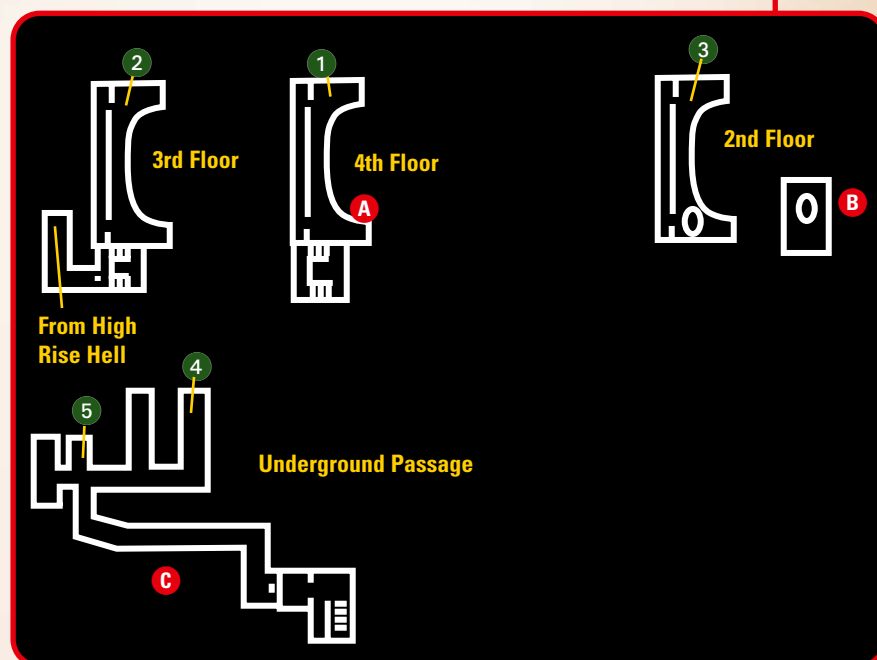
- Find the underground passage.

BONUS OBJECTIVES

- Protect RF fighters in the street.

ITEMS

- 1 5 x Satchels
- 2 5 x Satchels
- 3 5 x Satchels
- 4 1 x Health Kit
- 5 1 x Grenades (ammo), 2 x Health Kits, 1 x HMG



FIND UNDERGROUND PASSAGE



Go down the hall and crouch behind the crates before the door. Point your gun at the door and wait for three enemies to arrive.



Head into the stairwell, go up one level, and enter the door. Watch for an enemy soldier on the stairs.



As you pass through the door, you'll see a cinema of an enemy sniper picking off Red Faction soldiers in the street below (A). You must save those troops.



Eliminate the sniper you saw in the cutscene, then look right and pick off the second soldier on this floor.



Go to the edge of the floor overlooking the street below. Check the building across from you; a sniper appears near the satellite dish. Pick him off with your Sniper Rifle.



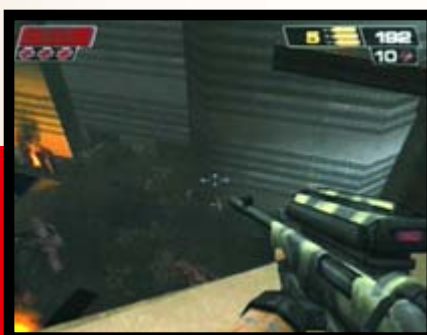
There are two soldiers running in on the floors above and below you, across the blown-out gap in the building. Kill them.



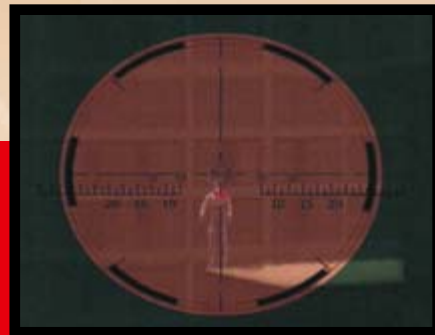
At the same moment, two soldiers are taking positions above and below you. Slide around to where you can see them and take them out.



Go to where the second soldier was on your floor, and look left down the street. An enemy sniper is on a building in the distance. Pick him off with your Sniper Rifle and keep targeting this spot.



Assuming you've acted quickly, the Red Faction forces will make a run for it.



Watch the spot where you saw the last sniper; more will appear. Stay vigilant until you get a message that the Red Faction troops are safe.

BONUS OBJECTIVE: PROTECT RF FIGHTERS IN STREET (A)



When you exit the stairwell, you encounter enemy snipers picking off Red Faction soldiers in the street below. Eliminate all enemy soldiers in the area to save the Red Faction forces and complete the bonus objective. You must eliminate nine enemies. Check the walkthrough for specifics on their locations and strategy.



When the Red Faction forces are safe, make your way down the building. Get to the next floor by dropping off the side onto the floor below, or by blasting a hole in the floor and dropping through it.



Be ready for resistance when you land. Soldiers are at the side of the hall.



When you secure the floor, use Satchel Charges to blow a hole in the floor and drop to the next level. Look through the hole before going down. You may be able to pick off an enemy or two.



As you land, an enemy gunship appears outside the building. Use your Grenade Launcher or WASP to destroy the ship, or wait to the side for it to leave.



Watch for enemy snipers on the buildings across the street to the right.



There's a large hole in the floor on one side.



Toss a Grenade or two into the hole to clear out the enemy soldier waiting below, then drop.



A broken spot is on the floor; several boards block the hole. Destroy the boards, reload your weapon, and drop to the underground tunnel (B).



There are spider bombs roaming the tunnel. Equip the NICW and blast the first wave as it turns the corner ahead.



Rather than challenging the spider bombs, find the wide spot in the tunnel near where you landed, and drop off the side of the pipes to the water.



Swim forward and to the right toward a bridge with a ladder behind it.



Climb up the ladder, then drop onto the bridge.



On the ground to your left are an HMG (Heavy Machine Gun) and health kits. Pick them up.



Toss Incendiary Grenades to light up your opponents, then let loose with your HMG. Push down the hall quickly.



After the waves of soldiers stop, go down the hall and pick up any items the enemy dropped.



There's only one way to go now. Cross the bridge and get ready for a fight. Have the HMG equipped and your Incendiary Grenades ready.



When you pass the first couple of soldiers, toss another Incendiary Grenade and keep running while blasting anything that isn't burning.



Switch to the NICW and pass through the tunnel at the end of the hall. Look up and left to spy two soldiers on a platform above. Don't toy with them; shoot a Grenade into the ceiling near their position.



The path ahead is a long tight hall with little cover (C). Your enemies have high-powered rifles and Grenade Launchers that can rip you to shreds in seconds. There's also an unending stream of Molov's troops coming at you. So no matter how many you kill, more will come. The only way to stop the flow is to reach the other end of the hall.



With skill, you'll reach the end of the hall intact. Clear out any remaining soldiers, then catch your breath.



Climb the ladder to the platform. You've reached a dead end. Hang out for a second and the path may clear for you. If not, blast the wall across from the ladder to open a path.





Be careful. There are soldiers in the next room holding Grenade Launchers, so throw in an Incendiary Grenade to clear the room.

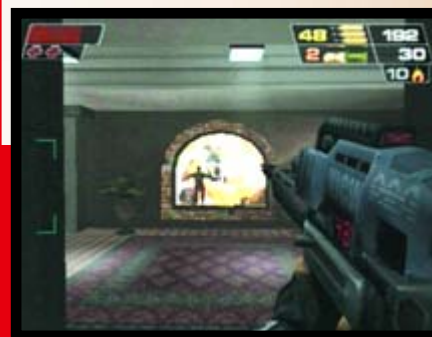
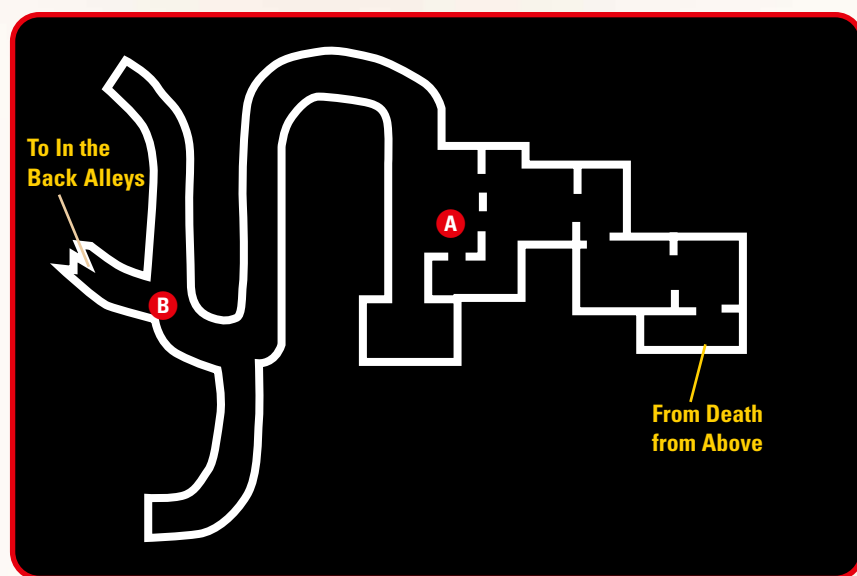


When the way is secure, head into the room and up the stairs to reach the next area.



You're pinned down, so use the post in the center of the room for cover. It's all you have.

HIGH RENT DISTRICT



Destroy the ATV with a couple of Grenades. The explosion eliminates a couple of enemies, as well.



Blast any remaining enemies. Use your Grenades and everything else at your disposal. Don't worry about ammunition; there'll be plenty to pick up when the fighting stops.



OBJECTIVES

- Meet Echo by Sopot's statue.
- Hop over the wall near the statue.

BONUS OBJECTIVES

- None

ITEMS

None

MEET ECHO BY SOPOT'S STATUE



Pass through the office building, but use caution when turning the third left corner. You encounter heavy resistance in the form of several enemy soldiers equipped with everything from NICWs to Sniper Rifles (A).



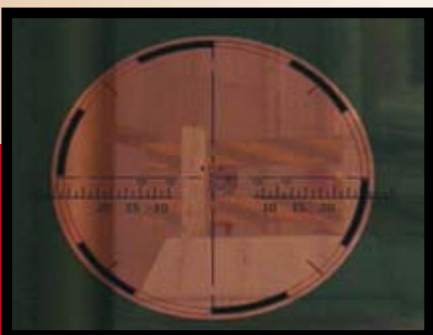
Work your way out of the building and into the street, but keep up your guard.



Follow the road, and as you round the first turn, be ready for an enemy patrol. They're equipped with NICWs and Assault Rifles; eliminate them.



As you come through the turn, an enemy ATV is in the distance. Use the tree on the left for cover and destroy the ATV to wipe out the enemies near it.



Go to the ATV, and stay behind the left wall. Peer down the alley to the left, and use your

Sniper Rifle to kill any enemies hiding behind the barricades at the alley's end.



When the enemies are down, rush the alley and go to the end. Be ready for a couple of stragglers, but when you reach the alley's end, the flow of enemy soldiers stops.



Re-equip your NICW. Go back down the alley and head left. Ignore the Red Faction soldier near Sopot's statue (B), and follow the road. The Red Faction troops are about to be attacked.



Wipe out the enemy force and go down the road. Blast the barricades at the end with your Grenades and fight to the alley's end to stop the troop flow.



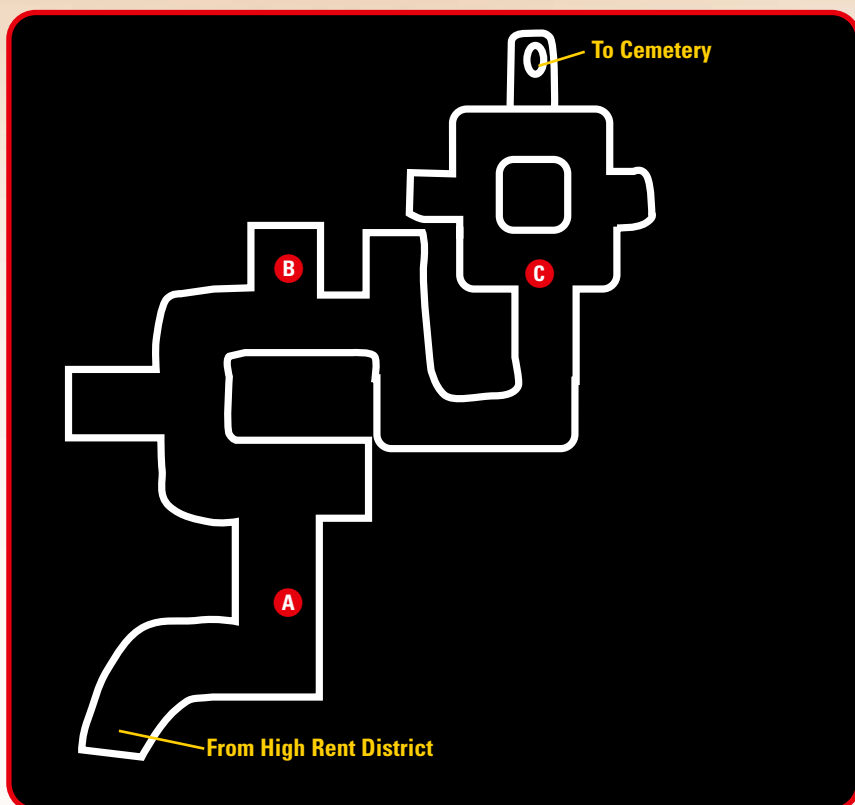
Go to where you saw the Red Faction troops (B). Look for a person on the wall behind the Red Faction soldiers. She tells you to hop the wall to meet with Echo.



Use the box next to the dumpster to hop onto the dumpster, then over the wall and into the next area.



IN THE BACK ALLEYS



OBJECTIVES

- Find cathedral.

BONUS OBJECTIVES

- None

ITEMS

- None

FIND CATHEDRAL



Echo and Alias meet in the tunnel ahead of your starting position (A).



Molov is wise to your meeting and crashes the party. You've been lured into a trap, and the only way out is to fight.



Duck behind the wall on the right. The blue beam that ripped through Echo came from a Rail Gun—and you're next on the gunner's hit list.



Fly around the corner toward the gunner's location, and let loose a couple of NICW Grenades. Don't hold back. You can't afford to get hit by the Rail Gun.



TIP

Pick up the Rail Gun after you kill the soldier carrying it. Don't miss this deadly weapon.



An enemy ATV is down the hall on the left. Blast it, and the explosion eliminates the soldiers standing nearby.



Turn toward the tunnel's entrance. Enemy soldiers come from behind. Mow them down.



TIP

The enemies storming the tunnel are equipped with heavy guns. Expect HMGs and NICWs. You'll take large amounts of damage each time one shoots you. Eliminate your enemies any way you know how.



Follow the tunnel past where the ATV was located to encounter a lone Red Faction soldier (B). He accompanies you for as long as you can keep him alive. Though he won't be a tremendous help, he's better than nothing.



The tunnel shoots off to the right. Have your NICW or an HMG equipped and fully loaded. When you round the turn, two Red Faction soldiers are being overcome by a horde of spider bombs (C).



Blast the bombs and move forward. You must get to the intersection ahead, or the waves of spider bombs won't stop. Do your best to blast them all, but don't back up or sit still unless you absolutely must.



Head around the tunnel to the opposite side. There's one last wave of enemy soldiers to fight.

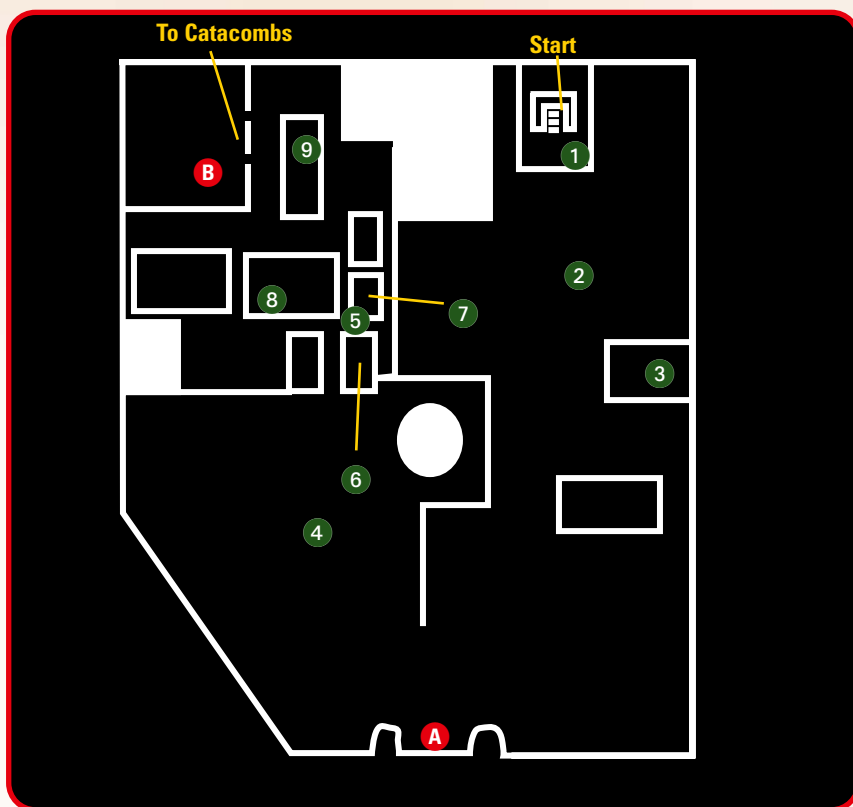


When the last enemy soldier is on the ground, inspect the back of the last tunnel to find a hole in the floor leading to an underground stream. Hop in and get set to move on to the next area.



DANCING WITH THE DEAD: MISSION EIGHT

CEMETERY



OBJECTIVES

- Seek out and eliminate Quill.

BONUS OBJECTIVES

- Eliminate 50/75/100 Processed citizens.
- Take a (much needed) bath.
- Find Durgan's earring.

ITEMS

- ① 1 x Rail Gun, 1 x Assault Rifle, 2 x Frag Grenades
- ② 1 x Health Kit
- ③ 2 x Health Kits, 5 x Frag Grenades, 1 x Slugs
- ④ 1 x Shotgun, 1 x Health Kit
- ⑤ 2 x Shells
- ⑥ 1 x Health Kit
- ⑦ 1 x Durgan's Earring
- ⑧ 1 x Shotgun, 1 x Phosphor Shells, 2 x Frag Grenades
- ⑨ 1 x Health Kit

SEEK OUT AND ELIMINATE QUILL



The tunnel leads you to a crypt on the edge of a large cemetery. As you exit the tunnel, you're hailed by Quill. Her snipers won't let you into the cathedral without a fight.



The cemetery is overrun with Nano Enhanced citizens. These zombie-like soldiers are extraordinarily strong, but they're only equipped with Pistols. Nonetheless, don't underestimate them.

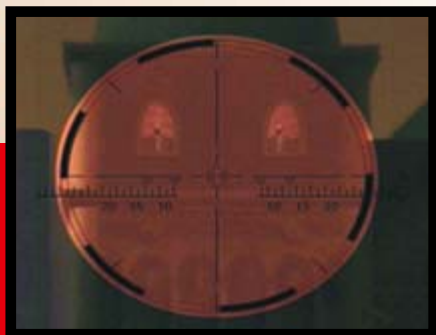


A Processed citizen can withstand a hail of bullets that would rip a normal soldier to shreds. Eliminate them with your Sniper Rifle and a quick shot to the cranium.

BONUS OBJECTIVE: ELIMINATE 50/75/100 PROCESSED CITIZENS



Raise your heroics by picking off Processed citizens with your Sniper Rifle. If you use a different gun, you'll run out of ammunition. Complete this bonus objective by staying inside the crypt where you begin, and targeting the Processed on the far side of the cemetery. When you find the spot for headshots, hold your position and fire away. How many Processed citizens you must eliminate depends on the difficulty setting you're using: 50 for "easy," 75 for "medium," and 100 for "hard."



Blow a hole in the side of the crypt to get out. When you leave, two of Quill's snipers appear in the windows on the left side of the cathedral. One shoots rockets and the other uses a Sniper Rifle. If you shoot them, other snipers take their places.



Race from the crypt to the cathedral (A). Use the buildings along the way for cover if you need a moment to heal.



When you reach the cathedral's steps, the snipers disperse and you can go through the cemetery to collect any items you missed.



The cathedral's doors are locked and you can't blow them open. You need to find an alternate path inside.

BONUS OBJECTIVE: TAKE A (MUCH NEEDED) BATH



Near the cathedral is a large fountain. Hop in and swim around. For washing off, your heroics increases.



Head into the second part of the cemetery. Rather than Processed citizens, you now have to deal with Molov's soldiers.



There are many crypts in this area. Look at the buildings to see where the walls are constructed of lighter colored bricks. Blast these areas to enter the crypts and find items.

BONUS OBJECTIVE: FIND DURGAN'S EARRING (5)

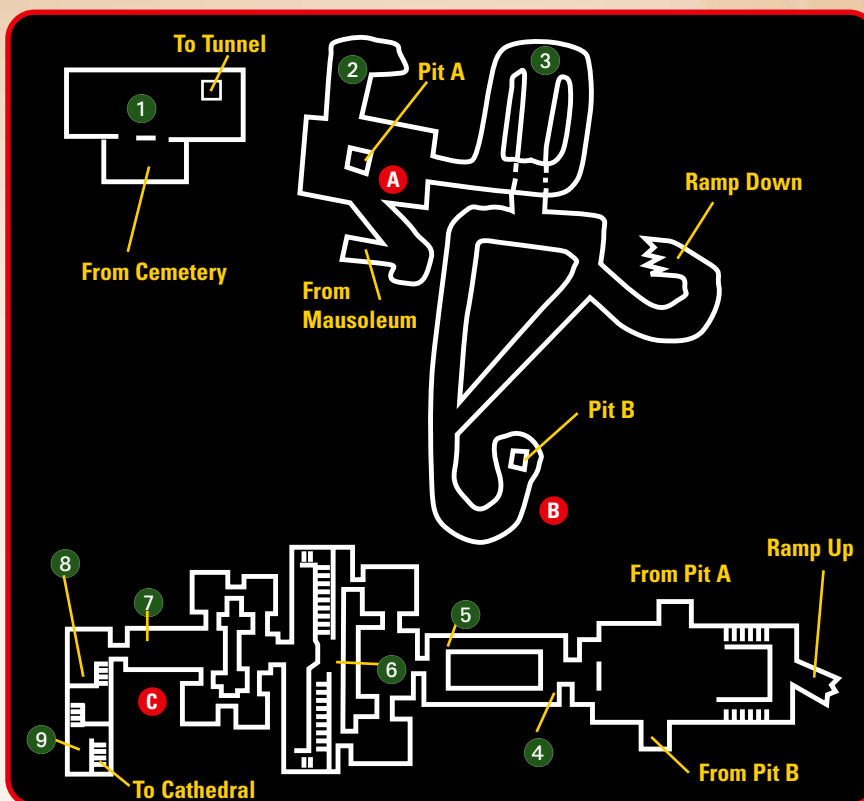


Two smaller crypts are along the right fence. The one closest to the fountain contains a special earring; find it to complete a bonus objective. To gain entrance to the crypt, use a



Fight your way through the crypts to the large building in the back corner (B), which leads to the next area.

CATACOMBS



OBJECTIVES

- Find an alternate route into the cathedral.
- Seek out and eliminate Quill.

BONUS OBJECTIVES

- Clear the catacombs of the Processed.
- Disturb no burial urns.

ITEMS

- ① 1 x Satchel
- ② 1 x Health Kit, 5 x Incendiary Grenades, 1 x Slugs
- ③ 1 x Shells
- ④ 2 x Shock Grenades
- ⑤ 2 x Satchels
- ⑥ 1 x Health Kit, 5 x Frag Grenades
- ⑦ 1 x Medium Rounds, 1 x Health Kit
- ⑧ 3 x Health Kits, 1 x Slugs, 1 x Rockets, 1 x Heavy Rounds
- ⑨ 2 x Grenades (ammo)

FIND AN ALTERNATE ROUTE INTO THE CATHEDRAL



You've reached the inside of the mausoleum, but the enemy is ready for you. Use the NICW to see through the doors into the room ahead. Several soldiers wait for you on the other side.





Get your big guns ready and throw open the doors. Toss a couple of Grenades into the room to scatter the troops, then slip inside.

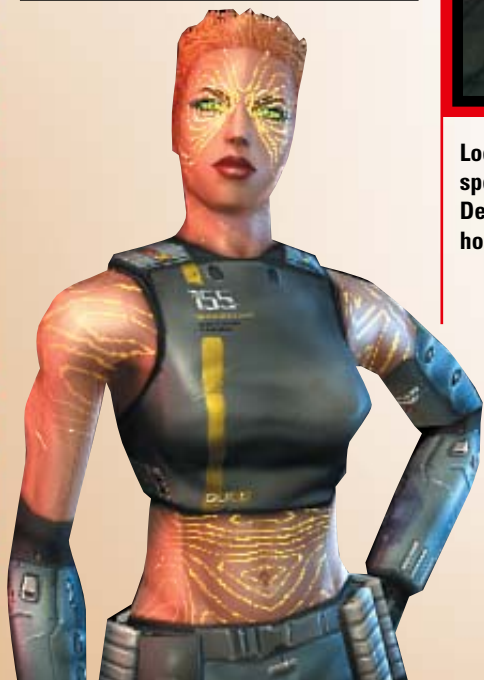


Use the tables inside the room for cover and wipe the floor with your foes.



TIP

Make this easier by using the Rail Gun from the foyer. The scope lets you target and eliminate enemies without entering the room.



BONUS OBJECTIVE: DISTURB NO BURIAL URNS



The mausoleum is filled with burial urns. Avoid destroying them to increase your heroics when you eliminate the first couple of enemies in the tunnel below the room. To do this, use incendiary grenades to burn your enemies. That way, you won't catch an urn with a stray bullet. Another successful tactic is using Rail Gun while crouching to defeat the enemies before opening the doors into the room.



Look in the back of the room for a broken spot in the floor covered by boards. Destroy the boards and drop through the hole to reach the catacombs.



Creep down the tunnel. You'll hear voices around a corner. Destroy the barricade in your path, then chuck a Frag Grenade around the corner. This eliminates the two soldiers you heard talking, and their automated turret.



The tunnel leads to a larger room containing coffins stacked on a shelf (A). Destroy the shelf to reveal a passage in the floor. This pit leads to a lower room. This shortcut lets you skip the tunnels ahead, but you'll miss a bonus objective. Take the shortcut if you like, but it's suggested that you ignore it.





Head right into the tunnels to encounter Processed civilians. Use your Sniper Rifle to pop each of them once in the head. You'll encounter lots of the Processed in this area, so keep your weapon fully loaded.



Follow the tunnel around and down, then head left and left again to reach a large, ornate room. You're deep inside the catacombs now and directly under the cathedral.



As you exit the halls, you enter a better-lit section where you see ramps in front of you. Crouch down and sneak forward.



Soldiers are on the ledge above you. Pick them off, but watch for enemy Grenades. Back up if necessary.



When the room is secure, head up the ramps and go through the top door. It doesn't matter if you go left or right when the path splits. Both paths lead to closed doors on opposite sides of the same room (C).

BONUS OBJECTIVE: CLEAR THE CATACOMBS OF THE PROCESSED

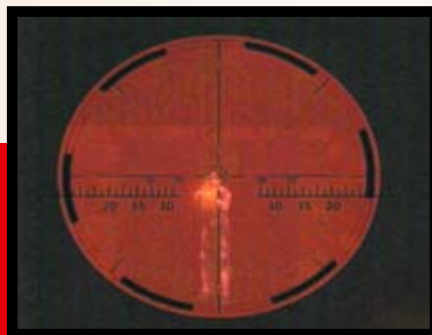


Roam the tunnels and explore every passage in search of Processed civilians. Kill them all to complete a bonus objective. They're everywhere, so fully explore the area. You'll know you got them all when the bonus objective appears in your objective list.



TIP

Find a second pit by heading right after going down, then following the hall to its end (B). This pit lets you skip some of the tunnels, but forces you to forfeit the bonus objective unless you complete it first.



Use your Sniper Rifle to pick off enemies from across the room. There's no need to get close.



Head through the room and into the hall beyond. Go left and look through the gaps in the wall for enemies on your right.



Open the door and slide into the room. There are several soldiers inside, but you can use the pillars for cover.



Pass through the door at the room's end, but hold up for a second. A soldier above tries to use an Incendiary Grenade against you, but sets himself on fire.



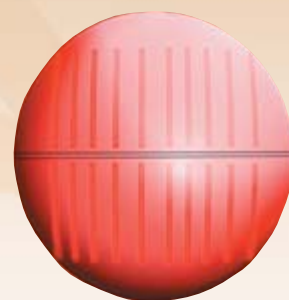
Toss a Grenade to the top of the ramp to destroy the second guard waiting to ambush you.



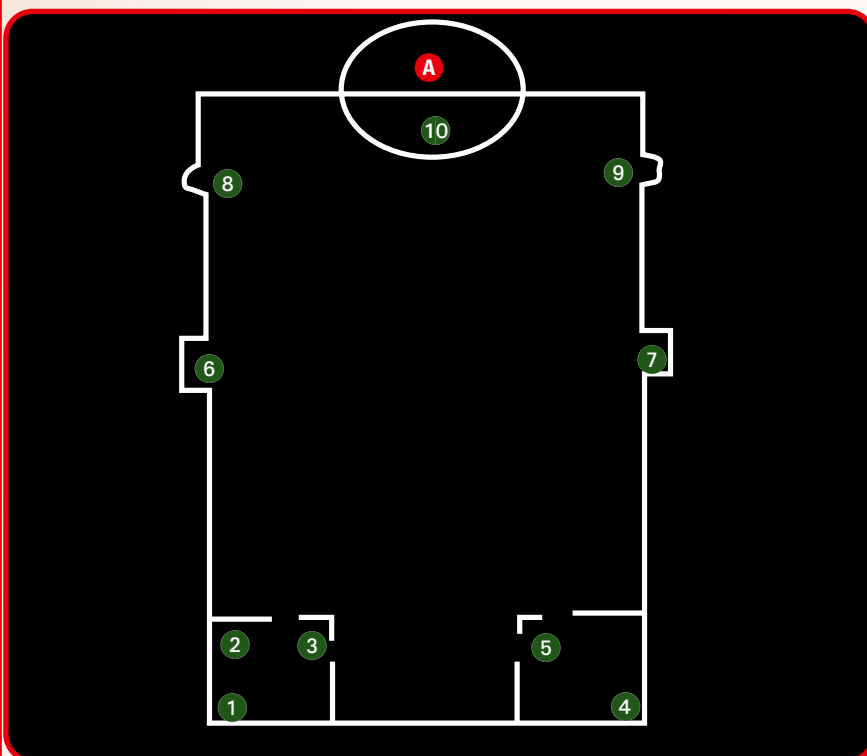
Go to the top of the ramp and look left to find several sets of stairs. Use the wall for cover, and pick off the three guards on the stairs with your Sniper Rifle.



Head up to find the way into the cathedral.



CATHEDRAL



OBJECTIVES

- Seek out and eliminate Quill.

BONUS OBJECTIVES

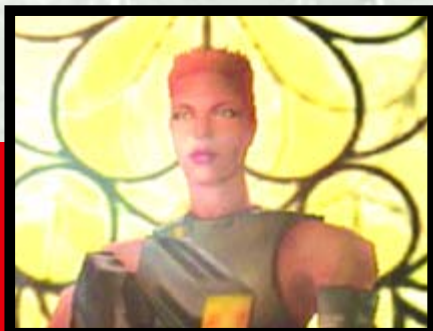
- None

ITEMS

- ① 1 x Light Rounds, 2 x Phosphor Shells
- ② 1 x Health Kit, 1 x Heavy Rounds
- ③ 1 x Frag Grenade, 1 x Shock Grenade
- ④ 1 x Health Kit, 1 x Grenades (ammo), 1 x Medium Rounds, 1 x Slugs
- ⑤ 1 x Frag Grenade, 1 x Shock Grenade
- ⑥ 2 x Health Kits
- ⑦ 2 x Health Kits
- ⑧ 1 x Medium Rounds, 1 x Grenades (ammo)
- ⑨ 1 x Medium Rounds, 1 x Grenades (ammo)
- ⑩ 3 x Health Kits



SEEK OUT AND ELIMINATE QUILL



You've reached the cathedral, but Quill has had plenty of time to prepare for your arrival.



Quill stands on a ledge above the altar (A) at the far end of the cathedral. You can barely see her from the end where you start because she is backlit from the window behind her.



She isn't alone, either. Her snipers sit in four locations on the second floor. Two of them are in rooms above where you begin. They're equipped with Sniper Rifles and Grenades.



The other two are on walkways on either side of the cathedral. They carry Rail Guns and Grenade Launchers.



To round out the pack, Processed civilians roam the floor where you are. But, these are the least of your worries.



You can go about this one of two ways: Either be sneaky and safe, or charge out like a maniac and unload on her with everything you have. Sneaky and safe is recommended, but not necessary.



To challenge Quill to a face-to-face battle, stay along the sides and launch Rockets and Grenades at her while using the pillars for cover. The Rail Gun is also effective.



There are Health Kits along the sides and behind the front altar under Quill. Grab them when you run low on health, or duck into one of the rooms on the end opposite Quill.



For a safer approach, challenge Quill's skill with her Precision Rifle. Stay in the room where you begin and eliminate the Processed civilians as they near you.



Sneak forward and look out and up from the door on the right. One of Quill's snipers is above you. Pick him off before he shoots you or drops a Grenade on your head.

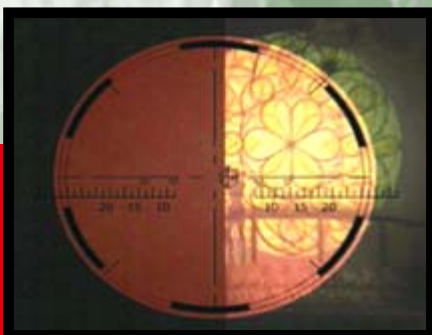


TIP

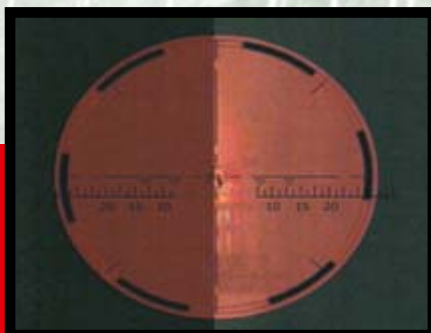
Don't leave the doorway after you kill the sniper in the room above you. If you do, he reappears. Stay put and he won't come back.



From the doorway, look toward the end where Quill is camped. Use your Sniper Rifle's scope to locate her, but position yourself so you can see only the side of her body.



Start pumping her full of bullets. If your positioning is right, she can't return the fire.



After you take a few successful shots, she'll reposition so she can target you. Move a little farther into the room, but stay in a spot where you can target her side or her elbow.



Don't let up. Shoot until Quill is history.

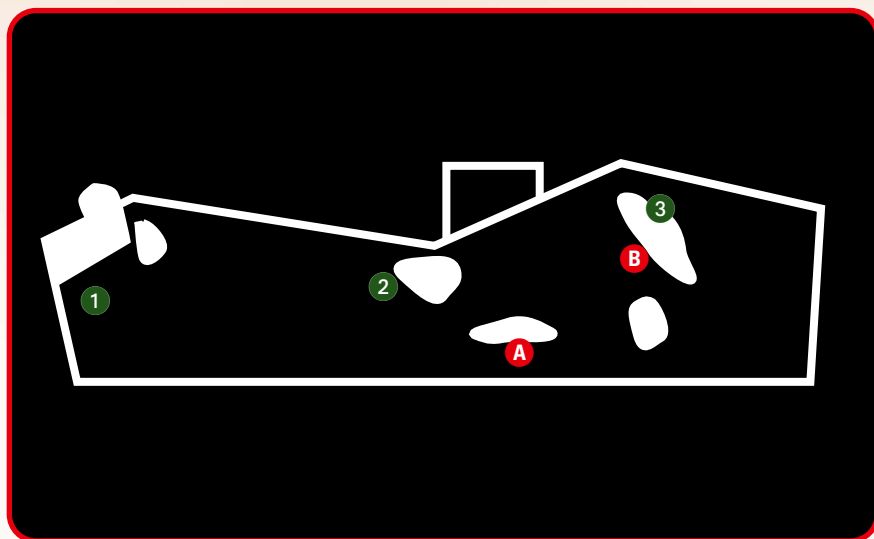


Not only do you live to see another day, but you also get her Precision Rifle.



A RIVER RUNS TO IT: MISSION NINE

ON THE DOCKS



Your first action should depend on how hurt you are from the battle with Quill. If you're low on health, collect the two Health Kits sitting on the shore. If you're low on Medium Rounds, there's a share of these to your left.



Find cover from the enemy fire. If you stay in the open, you'll be chewed to bits in no time. There are two good spots. The first is behind the sheet metal stuck in the ground near the cliff (A).



This provides excellent cover and a good view of the building's top half and left side. But, it's difficult to find enemy snipers near the ground or on the lower floors of the building.

OBJECTIVES

- Survive until Tangier arrives.

BONUS OBJECTIVES

- Crush the enemy.

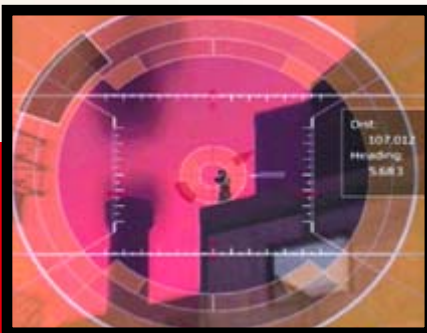
ITEMS

- ① 1 x Medium Rounds
- ② 1 x Health Kit
- ③ 1 x Health Kit

SURVIVE UNTIL TANGIER ARRIVES



You're stuck on a small strip of shore and pinned down by enemy snipers from across the river. Tangier is on her way to save you, but it'll take time for her to arrive.

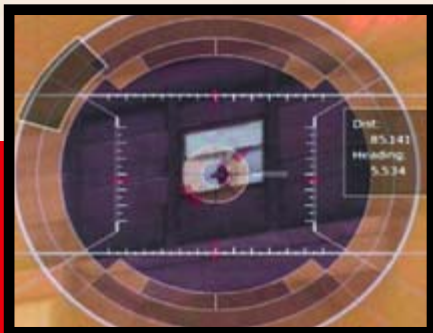


This is your chance to test Quill's Precision Rifle. Enemy snipers appear in and around the building across the river. They appear anywhere—a ledge, window, dock, or the ground in front of the building.

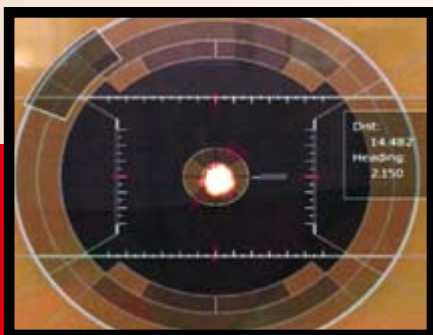




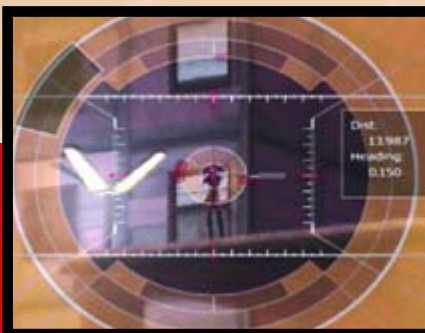
The second good spot is to the left of the overturned car on the shore's right side (B). Duck beside the car to view the top half and left side of the building. You can't see targets on the right without exposing yourself.



Either spot works. Take cover and scan the building for enemies. Pick them off one after the other.



Most enemies are equipped with Sniper Rifles, but a few carry Grenade Launchers. These are the greatest threat. You can survive a couple of shots from a Sniper Rifle, but the explosive power of the Grenade Launchers causes more damage. They decimate some of the objects you may use for cover, but they can't destroy the car or the sheet metal.

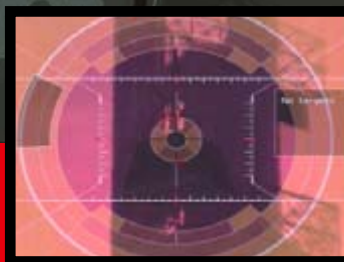


Shoot the enemy snipers. Covering behind an object until Tangier arrives won't work, because she doesn't show up until you eliminate 30 snipers.



When Tangier arrives, she parks her mini-sub at the dock. Run over and jump onto the dock to enter the sub and escape.

BONUS OBJECTIVE: CRUSH THE ENEMY



On the left side of the building where the enemies appear is a large concrete block suspended by a thick black cord. This is difficult to spot, as it blends into the background. Shoot the cord holding the block to drop the block onto the building. It will kill any enemies below it.

INSIDE THE SUBMARINE

OBJECTIVES

- Survive sub patrols.
- Find the Nanobase.

BONUS OBJECTIVES

- Destroy garbage scow.

ITEMS

None

SURVIVE SUB PATROLS



Get accustomed to the submarine's controls. (R1) and (L1) fire torpedoes from the right and left pods, respectively. You can only shoot one torpedo at a time. (R2) makes the sub rise and (L2) makes the sub dive without moving forward or backward.



When you leave the concrete canal, you encounter your first enemy sub. Sub combat is easy, especially when you face one enemy sub at a time.





Move constantly to the right or left, switching directions when you near a wall or other obstacle, to avoid enemy fire.



When firing on your opponent, consider which direction the enemy is moving. If the enemy sub is sliding right, fire at its right side. If it's sliding left, target the left side. Torpedoes are slow; aiming at the enemy sub's center usually results in a miss, since the sub will have moved out of the way by the time the torpedo reaches its target.



Three enemy submarines are in the water. Follow the river and look for their lights. Defeat all three.



After the third submarine, follow the river until you reach the next area.

BONUS OBJECTIVE: DESTROY GARBAGE SCOW



After the third submarine, you see barrels being dumped into the river and a cloud of murky water near the surface. Tangier tells you to teach those guys a lesson for dumping garbage into the river. Target, then shoot three torpedoes into the murky water to sink the boat and complete the bonus objective.

DIVE! DIVE! DIVE!

OBJECTIVES

- Survive sub patrols.
- Find the Nanobase.

BONUS OBJECTIVES

- Geo-Mod the bridge to destroy the sub.
- Destroy the ammo crates and fuel drums.
- Geo-Mod past the homing mines.

ITEMS

None

SURVIVE SUB PATROLS



Follow the river forward to encounter an enemy sub guarding a narrow passage below a bridge. Eliminate the sub.

BONUS OBJECTIVE: GEO-MOD THE BRIDGE TO DESTROY THE SUB



The first enemy submarine is sitting under a bridge. It won't move from this spot even as you shoot at it. Rather than targeting the sub, target the bridge supports near the surface. Several shots into the stone supports cause the bridge to collapse and crush the enemy submarine.



NOTE

This objective does not exist if the single-player game is set to Easy difficulty.



After passing the bridge, you encounter a second enemy submarine. This battle is tougher because of the terrain; there's no room to dodge. Stay in the widest parts of the river and move back and forth to dodge enemy fire.



Another enemy sub is in the distance. Engage it, but don't go too far forward.



Suddenly, depth charges drop into the water all round you and your enemy. The powerful charges quickly destroy the enemy submarine.



Rush forward and look for a wrecked ship on the bottom of the river.



There's a hole in the ship's left side that's big enough for your submarine to squeeze through. Enter the ship and its hull will protect you from the depth charges overhead.



Fortunately, the wreck was a cargo ship, so the hull is wide enough for you to travel through.



BONUS OBJECTIVE: DESTROY THE AMMO CRATES AND FUEL DRUMS



Inside the sunken ship you'll see large crates stuck in the mud. Blast the crates and fuel drums with your torpedoes to destroy them. Eliminate the ammunition crates to earn additional heroics. Also blast the fuel drums.



An enemy submarine also has taken cover inside the ship. Blast it with your torpedoes, then pass through the cargo ship and beyond the reach of the depth charges.



One more enemy submarine approaches as you leave the ship. As you come over the rocks ahead, you see a second submarine. Engage it in combat, but watch the water around it.



Several homing mines appear and overcome the enemy ship. Be careful, or your ship may meet the same fate.



Move forward and scan the water for small round objects projecting a green or red light. A green light signifies a mine that hasn't locked onto an object. A red light signifies a mine that has locked onto an object, most likely your sub.



Blast the mines with your torpedoes as they come toward you, or from a safe distance before they lock onto your ship. There are a lot of mines ahead, so take your time and be careful.

BONUS OBJECTIVE: GEO-MOD PAST THE HOMING MINES



As you reach the middle of the minefield, you see a large hill splitting the river in two. At the hill's base is a large boulder blocking the entrance to an underwater cave. Destroy the boulder with your torpedoes, then steer your sub into the cave to protect it from the mines. At the opposite end is another boulder blocking the exit. Blast it to get out. Dodge the mines, rather than destroy them, and your heroics will rise.



Pass the mines, and you're home free. Follow the pipe on the river's floor and it leads you to the next area.

THE RIGHT WAY IN

OBJECTIVES

- Find the Nanobase.
- Gain entry to Nanobase.

BONUS OBJECTIVES

- Destroy all enemy subs.

ITEMS

None

GAIN ENTRY TO NANOBASE



Follow the river to reach a broken metal structure. Two enemy submarines rise from behind the structure and attack. The stakes have been raised.



Fighting two submarines is more difficult than fighting one. When both are on your the same side, you can fight them as if they were one. Weave back and forth and fire your torpedoes.



Pass through the metal structure to see the Nanobase ahead. The sub bays are locked, but Tangier unlocks one in several minutes. Hold off the enemy until then.



This area has all your favorite death traps. Homing mines line the river's floor. Stay near the surface to avoid them.



Depth charges are occasionally dropped into the river. Watch for them. When you see them, get out of the area. They can destroy your enemies, but no faster than they'll destroy you.



The enemy subs are the greatest threat to your submarine. Watch for their searchlights and go on the offensive.



When you see an enemy sub, assume that another is nearby. Keep your eyes on the sub you're engaged with, but sweep around it in a circle. You can't afford to be pinned between two subs.



Get the enemies onto the same side and pick them off as you did the first two subs you encountered outside the Nanobase.



After a while, Tangier announces that she's opened one of the sub bays. The

bays are attached to the base near the river's bottom.



There are two bays, but only one is open. If you go around the base to the left, it's the second bay you see. If you go around to the right, it's the first bay you see. Tangier tells you if you go to the wrong one.



Pilot your submarine under the sub bay, then hold **R2** to rise up into it.

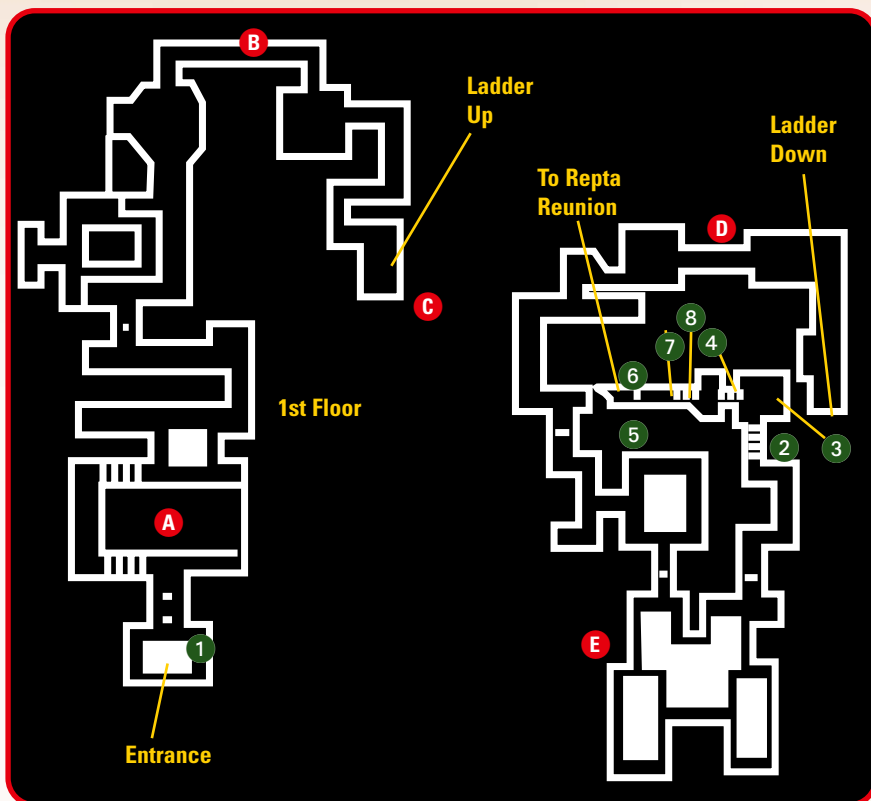
BONUS OBJECTIVE: DESTROY ALL ENEMY SUBS



Before entering the base, stick around and destroy enemy submarines as they appear. If you can survive long enough to destroy them, your heroics increase. Keep fighting until you get a message saying you've destroyed them all.

INSIDE THE NANO BASE: MISSION TEN

INDUSTRIAL PROCESSING



Head out of the sub bay and into the Nanobase. Things are quiet at first, but Repta suddenly appears on a balcony above you (A).



He takes potshots at you with his Anti-Personnel Weapon. Its bomblets can rip you to pieces, so get out of the way. You can't harm Repta yet, so don't fire on him.



Head left up the stairs and around the catwalk to the room's backside. You encounter heavy resistance from Processed citizens and Nanotech-enhanced grunts. Use your Shotgun at close range to eliminate your enemies.

OBJECTIVES

- Hunt down and kill Repta.

BONUS OBJECTIVES

- None

ITEMS

- ① 2 x Health Kits, 1 x Grenades (ammo)
- ② 1 x Light Rounds
- ③ 1 x Heavy Rounds, 1 x Medium Rounds
- ④ 1 x Rocket, 5 x Frag Grenades
- ⑤ 2 x Heavy Rounds, 2 x Slugs
- ⑥ 2 x Grenades (ammo), 2 x Medium Rounds
- ⑦ 1 x WASP, 1 x Rockets
- ⑧ 4 x Health Kits

HUNT DOWN AND KILL REPTA



Tangier gives Alias the tasks of tracking down the Nano-cell and stopping Molov. Meanwhile, she'll attack the base from a different direction. One of you must succeed.

ΝΑΝΟΤΕΧ- ΕΝΗΑΝΣΕΩ ΓΡΥΝΤΣ



You're about to face a new enemy that's been enhanced by Nanotechnology. The grunt is a stronger version of the Processed civilian. It takes twice as many shots to down a grunt than a civilian, and these new warriors carry stronger weaponry. Go for the headshot. It won't take these beasts down immediately, but it's a faster kill than shooting them in the body.



Pass through the doors and into the next room. Head right around the wall to face another wave of civilians and grunts.



Follow the hall and pass through the next door into a large room. The easy way through this room is to the right. There's nothing of importance on the left side.



The path leads to a long steam-filled hall (B). Wipe out your enemies as you push forward. When you get to the far end, be on guard for several Processed civilians following you.



Enter the next room and head left. Follow the hall to a ladder (C) that allows you to access the catwalk overhead.



Head up the ladder and along the catwalk. After the first turn to the left, a large pipe falls from the ceiling, creating a hole in the catwalk in front of you (D).



Leap over the hole to the catwalk on the other side. If you fall, you'll have to back-track to the ladder and try again.



As you near the two halls on the opposite side of the catwalk, you bump into Repta again. He takes a couple more shots at you and runs off. Don't get distracted by him; more enemies are coming.



TIP

Ignore enemies above you unless they keep you from resting. You'll soon face them at close range, where you can use the Shotgun.



Pass through the control room ahead and into another large room. Go right and cross the room on the long stretch of catwalk to reach the door on the opposite side.



Things are scary from here on out. There are lots of enemies and little space to maneuver. Duck back through the doors if you need to heal.



Follow the catwalk through the next room and the door on the opposite side.



This next section is deceiving. The catwalk goes left and right (E). The right path is long and appears to be the way to go, but if you go left you bypass a ton of enemies and reach the next door, which is right next to where you entered.



The enemies are lining up to be killed now. Unload on them with your Shotgun. You'll be surprised at how quickly they fall.



The path leads you to a small room with stairs to the left. You're almost out of here. Check the room's corners to find supplies.



When you've reloaded, head upstairs and through the doors at the end to reach the next area.

REPTA REUNION

OBJECTIVES

- Kill Repta.

BONUS OBJECTIVES

- None

ITEMS

- 1 x Health Kit, 1 x Medium Rounds, 1 x Rockets, 1 x Slugs
- 1 x Heavy Rounds, 1 x Medium Rounds, 1 x Light Rounds
- 1 x Shells, 1 x Health Kit, 1 x Heavy Rounds, 1 x Grenades (ammo)
- 2 x Medium Rounds

KILL REPTA



You've reached Repta, and he's mad. This isn't a cakewalk, so pull out the big guns.

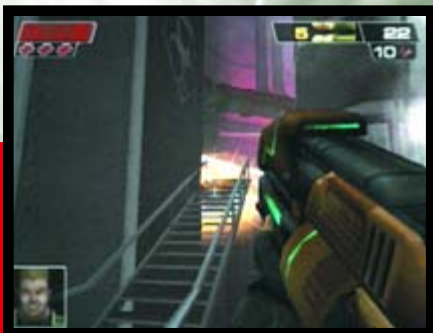




Repta uses one weapon, the Anti-Personnel Weapon. It shoots five bomblets, which explode a few moments after they land. Move quickly when you see the green bomblets coming toward you.



When the battle begins, head up the stairs in front of you, then off to either side. If you don't move, you get hit by Repta's first attack. The bottom floor is about to collapse and fill with a strange energy that kills you if you fall into it. The stairs you ran up will be gone, and you can't go back down—unless you carelessly fall off the edge.



Equip your big guns first. Start with the Grenade Launcher or WASP. Wait until Repta is near a wall before shooting him. If you miss, the Rocket or Grenade will explode next to him and he'll take damage.



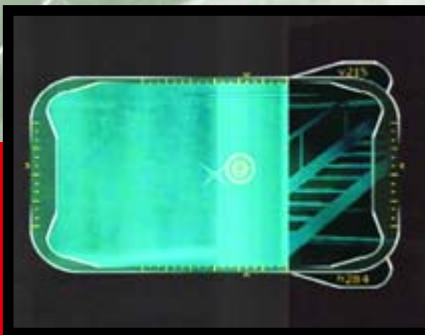
Don't stand still. Keep track of Repta's location and stay on the move unless he's backing away. At close range, his weapon is deadly.



Work your way around so that Repta is on a different part of the catwalk. This gives you more time to dodge his shots and a chance to relocate when he nears you.



Satchel Charges work well. Throw them onto Repta, or place them on the catwalk and lure Repta near them.



When you're out of Grenades and Rockets,

switch to the Rail Gun. Use the scope to track Repta and keep objects between you and him. With the scope on, shoot through the objects to damage him.



Items are scattered around the catwalk. Pick them up as needed, but avoid picking up Health Kits until you really need them. You don't want to accidentally heal a small amount of damage.

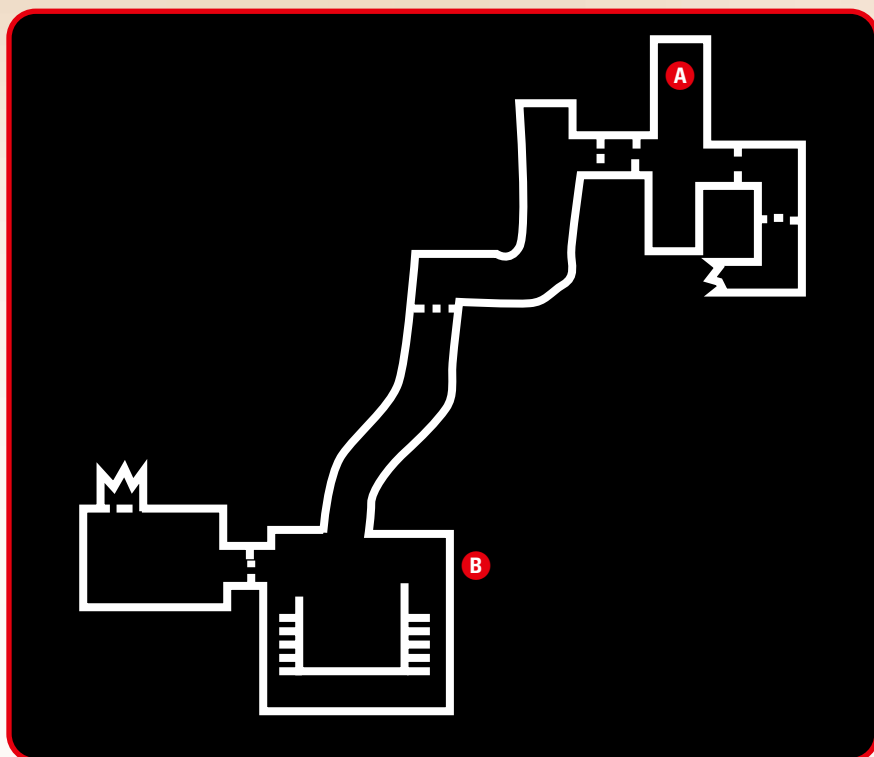


When you damage Repta enough, he's knocked over the edge of the catwalk and into the energy below.



Pick up his Anti-Personnel Weapon from the catwalk, then head through the door on the chamber's side.

HAVING A BLAST



Go through the door where the enemies were and destroy the debris in your way. Walk to the door at the hall's end. It won't open immediately, so aim your guns down to prepare to hit the enemies and wait.



When the door opens, a Processed civilian and two grunts are on the other side. Waste them, then explore the left catwalk.



Enter the next door and watch the floor. Several spider bombs drop from the ceiling and charge toward you. Use your guns to crush them.

OBJECTIVES

- Destroy the alpha coolant container.
- Destroy the beta coolant container.
- Destroy the gold coolant container.

BONUS OBJECTIVES

- None

ITEMS

- None

DESTROY THE ALPHA COOLANT CONTAINER



Head down the hall, eliminating the Processed civilians in your path. Battle Armor is on your right, empty and ready to roll.



Approach the computer terminal in front of the Battle Armor (E) and press X to lower the field around the suit, then approach the suit and press X to get inside.



Head forward and to the right. Let your guns roar and cut down the enemies entering the room.



Walk down the hall. Halfway down, some enemies exit a tram on the right. At the same time, several more enemies exit a tram behind you. Kill the enemies in front of you, then get the ones behind.



Go through the next doorway, entering a large room. Blow away the enemies in the room, then turn right and take down those entering from the side door.



When all the enemies are gone, press **X** to exit the Battle Armor and head upstairs.



At the top is the alpha coolant container (B).



Plant an explosive on the container by standing in front of it and pressing **X**.



Get to your Battle Armor by jumping over the rail. Guide yourself down on top of the armor and enter it immediately. You take damage from the fall, but it's nothing critical.

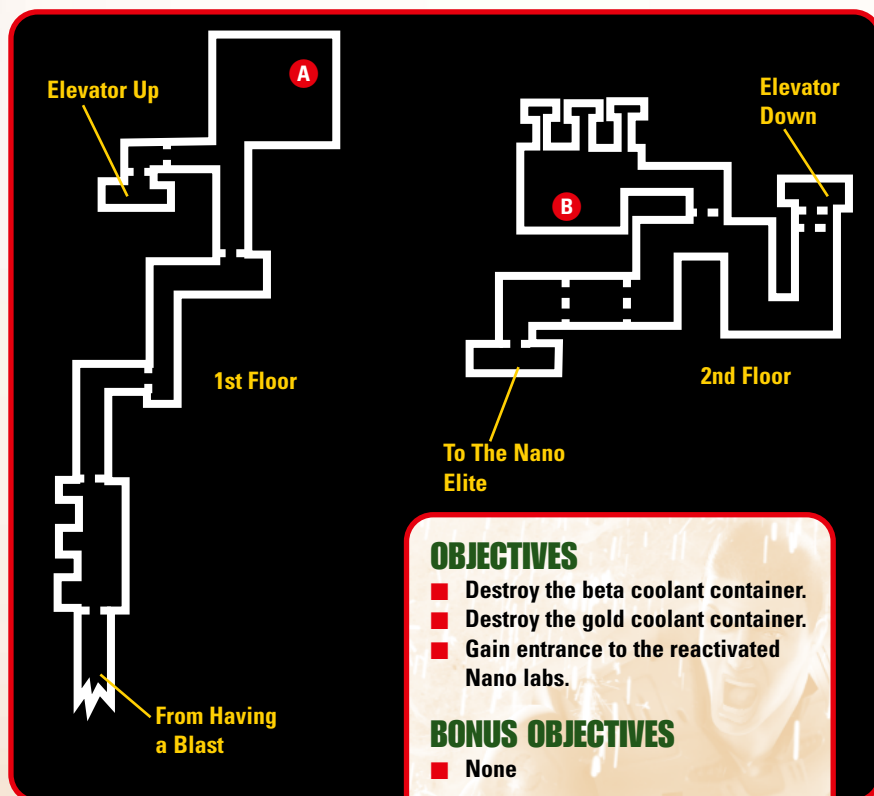


The Armor makes it easier to deal with the horde of grunts that entered the room while you were busy with the demolition work.



Fight your way into the next room and through the door to enter the next area.

NO PLACE LIKE HOME



OBJECTIVES

- Destroy the beta coolant container.
- Destroy the gold coolant container.
- Gain entrance to the reactivated Nano labs.

BONUS OBJECTIVES

- None

ITEMS

- None

DESTROY THE BETA COOLANT CONTAINER



Head through the door in front of you and have your guns ready. Pick off the grunts inside the room and press forward into the next hall.



TIP

As you start this area, several spider bombs burst through a wall on your left and enter a hole in the wall on the right. Back up and look right. The spider bombs sneak up on you from that side, but you can pick them off with your guns as they come out of the wall.



Enemies come in from around the right bend. Fire a steady stream of Rockets toward the corner to wipe them out as they appear.



The hall leads you to a catwalk. Follow it to the left and enter the door at the end.



Fight your way to the point where the hall turns left. There's a door in front of you that your Battle Armor is too big to fit through, and you'll be prompted to leave your Battle Armor.



Before leaving the Battle Armor, walk near the door and it opens. Pick off the two grunts inside the room with your guns, then exit the Battle Armor.



Go into the room. The beta coolant container (A) is in the right corner. Plant a charge by standing in front of it and pressing X.



Head to your Battle Armor in the hall. Several grunts have filled the hallway. Eliminate them with a couple of Grenades. Get into your Battle Armor when the hall is secure.

DESTROY THE GOLD COOLANT CONTAINER



Head left down the hallway and through the door at the end to find an elevator. Enter the elevator and activate the switch on the wall to go up a level.



Exit the elevator and enter the hallway ahead. Cut through a few more grunts along the way.



The door at the hall's end is stuck, but actually there are enemies gathering on the opposite side. Stand near the door. When it opens, walk forward to trample your foes, or step back and wipe them out with a Rocket.



Go around the catwalk to the right and enter the first door on the right side. This leads you to another lab area, but this time you can take your Battle Armor inside.



Eliminate the grunts inside the room, then look left. The gold coolant container is along the wall. Destroy it with a rocket.

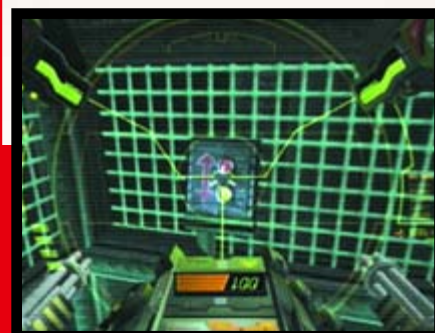
GAIN ACCESS TO THE REACTIVATED NANO LABS



Go to the catwalk. The door before the catwalk seems to stick because enemies are massing behind it. When the door opens, rush forward to trample them.

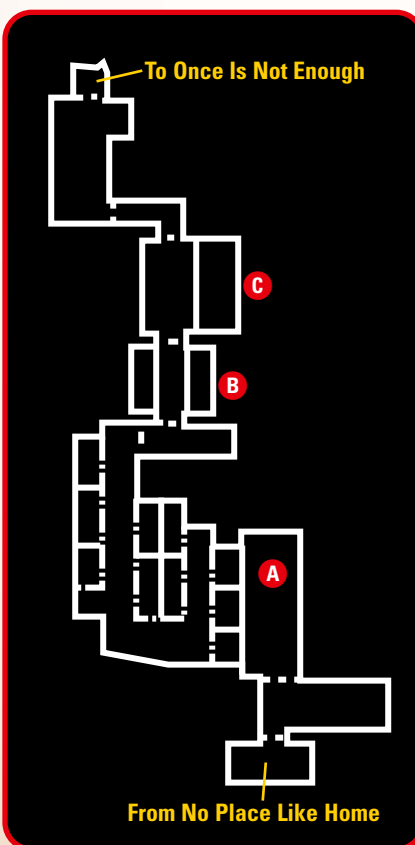


Go to the right on the catwalk and through the end door. Watch for a couple of spider bombs hiding in the left wall.



The path ahead leads to another elevator. Go in and hit the button to reach the level where the Nano labs are located.

THE NANO ELITE



OBJECTIVES

- Destroy the reactivated Nano labs.

BONUS OBJECTIVES

- None

ITEMS

- None



Head forward into the next room. Some Battle Armor is on your right. You can approach the console in front of the Battle Armor and deactivate the field around it, but doing so initiates a battle that you don't need to fight.



Enter the next room and Molov introduces you to his latest creation: the Nano elite (A). These super soldiers are tougher than any you've faced before.

THE NANO ELITE



The Nano elite are tough opponents. They're equipped with NICWs, and they aren't shy about using their Grenades. They can withstand an abnormal amount of damage, making bullets worthless against them in close-range combat. You have the upper hand because of your Battle Armor, but you won't have that advantage forever.



Act quickly to blast the three Nano elite soldiers with a single rocket. If you miss any, pick them off with your guns.



Look left to see several medical rooms. Two Nano elites enter the center room. Use your guns to kill them and keep your Rockets in check. There's a civilian outside the room, so a stray Rocket could be disastrous.



The path ahead is blocked, so create a path through the medical rooms. Go to the room nearest the door where you entered. Blast the top and bottom of the medical room's wall to clear room for your Battle Armor to pass through.



Enter the hall beyond the room. You see a civilian killed by an explosion. Back up into the room behind you.



Several civilians run around the corner toward your Battle Armor. Stay out of their way. If they hit you, they die. Wait until a Nano elite shows up and kills the civilians. If you do it, your heroics go down. If the Nano elite soldier does it, you only suffer a bit of damage.



Head through the hall where the civilians came from and turn right. Nano elite soldiers are in the hall, but resist the urge to use your Rockets. More civilians are in the rooms on the right and left, and a stray Rocket could kill them.



Push to the hall's end and go through the door on your right. Walk over your enemies and eliminate the Nano elite soldier in the back of the room.



Go through the door on the left to find yourself on a walkway above two large rooms (B). In the center of each of these rooms is a huge pillar hanging from the ceiling. Shoot each pillar with a Rocket, but aim high or the blast from your Rocket kills civilians in the room below.



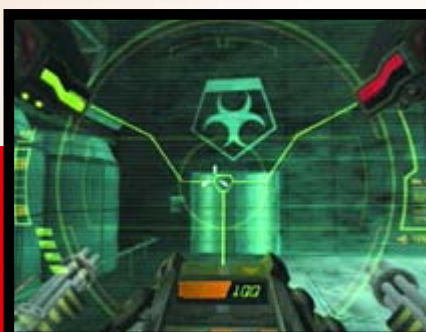
As you enter the next room, step to the right. Several civilians run in from the door on the opposite side. If you don't move, you'll kill them.



Shoot the three coffin-like chambers on your right (C), but don't shoot the technician hiding between them. This will destroy the labs.



Head for the door on the room's opposite side and be ready for enemy Battle Armor on the other side. Wipe it out and continue down the hall.



Turn right in the next room and pass through the door ahead to reach the next area.

ONCE IS NOT ENOUGH

OBJECTIVES

- Eliminate Repta+.

BONUS OBJECTIVES

- None

ITEMS

- 3 x Health Kits, 1 x Rockets, 2 x Medium Rounds, 1 x Dual Nano MPS, 1 x Heavy Rounds, 2 x Grenades (ammo), 1 x Slugs
- 1 x Health Kit
- 1 x Grenades (ammo), 1 x Heavy Rounds, 1 x Medium Rounds
- 2 x Medium Rounds
- 2 x Health Kits
- 1 x Rockets, 1 x Grenades (ammo)
- 3 x Health Kits

ELIMINATE REPTA+



Repta is back and meaner than ever. His plummet into the energy has changed him.



Not only is he stronger, but he now can lift and move objects with the power that emanates from his body. Stay out of the way of these flying objects or you'll take severe damage when they crush your Battle Armor.



Head to the left of the pillar in the room's center and around the crates, staying close to the left wall. Turn right and walk a few steps. This spot gives you a good view of the room's center and the catwalk around the top.



Stay in this spot and don't move. When Repta+ walks out from behind the central column, light him up with your Machine Guns. Using Rockets and Incendiary Grenades is risky; just use your guns.



Watch the edge of your screen. If a red indicator pops up, you're being shot from the side. Look up and left. A Nano elite soldier is on the catwalk. Pop him with a Rocket, then turn your attention back to Repta+.



Keep your guns going, and pound Repta+. So long as you damage him, he won't cause much damage to you.



When you have him down to about half life, he'll run from the room.



Exit the Battle Armor, after eliminating lingering Nano elites from the catwalk above. Follow Repta+ through the door near where you were sitting.



In the hall, you find some dual Nano MPs along with other items. These light guns have an incredible amount of firepower and are handy in the coming moments.



As you enter the next room, Repta+ is in front of you. Shoot him right away. He jumps away and runs around the room.



Don't shoot him while he's on the move; you'll waste ammo. Instead, watch him and keep obstacles between the two of you at all times. This blocks his shots and lets you rest.



Eventually, Repta+ lands near you. Use the boxes for cover. Lean out and blast Repta+, ducking behind the boxes to heal when necessary.



TIP

There's some ammunition on the floor around you. These items reappear every minute if you're out of that type of ammunition, so collect them again and again if necessary.




Pound Repta+ until he runs again. At that point, switch to the Rail Gun. One or two more blasts finishes him off, and the Rail Gun's scope lets you shoot through any obstacles in the room.



When the battle is over, a pillar falls onto the gap in the room's center, creating a makeshift bridge.



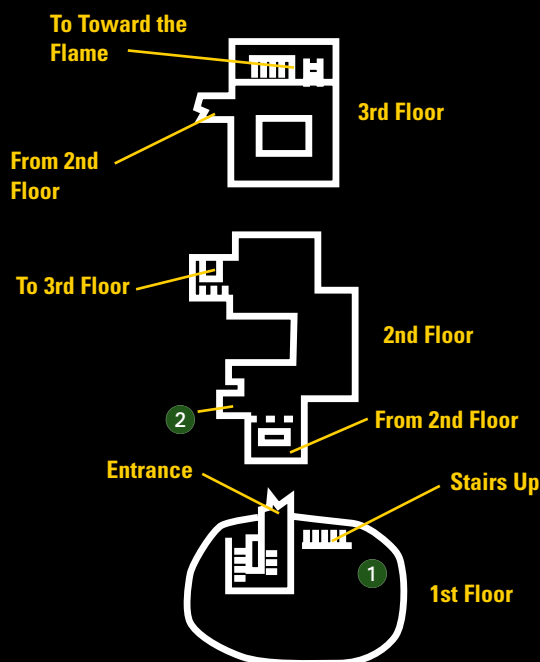
Jump from the guardrail onto the pillar, then go through the door to complete this mission.



NOTE

Repta+ drops an HMG wherever he dies, so if you kill him while he's on the ground, check the spot where he dies.

IN SOPOT'S DEADLY EMBRACE: MISSION ELEVEN INSIDE THE STATUE



OBJECTIVES

- Prevent Molov's escape.

BONUS OBJECTIVES

- None

ITEMS

- ① 1 x Health Kit
- ② 1 x Health Kit

PREVENT MOLOV'S ESCAPE



Head through the door and look right for a grunt on the ledge above. Pick him off, then move up the stairs and to the left.



Use the NICW for this area. The statue is filled with Nano elite soldiers, who are also equipped with NICWs. Each time you kill an elite, you can reload Grenades and bullets.

NANO ELITE SOLDIERS



You thought these guys were tough when you were in Battle Armor. Now they're going to test your skills! Don't mess around with bullets when facing these creeps; it takes too much time and ammunition to bring them down with regular gunfire. Use NICW Grenades, or eliminate them with your Rail Gun from cover. This battle comes down to a quick-draw contest. When you see an elite, blast him with a Grenade.



Go around the structure in the room's center, using the NICW's scope to locate the elite hiding near the stairs. Pick him off, then look for a Health Kit in the corner. You need it after your battle with Repta+.



Follow Tangier up the stairs and kill the grunt ahead. Give yourself a moment to recover any lost health before going farther.



TIP

The blue beam is Molov's Rail Gun. Leave him alone. You can't hurt him yet and you don't want to draw his attention away from Tangier. He can't hurt her, so let her be the target.



When you're ready, head upstairs. Fires blaze all around you, causing minor

damage. Keep going. You can't go back; the stairs are collapsing behind you. If you don't keep moving, you'll fall to your death.



As you pass under the arch ahead, a Nano elite soldier is on the stairs in front of you. Blast him, but keep moving.



Follow the stairs up and around. Hop around as you turn the corners to dodge enemy fire from below. Several Nano elites are on the catwalk behind you. Don't stop to fight them.



At the top of the stairs, enter a door and catch your breath.



Head into the next stairwell and ignore the burning civilian. You can't help him.



Go through the next door and, staying close to the door, duck into the alcove on your left to find a Health Kit (2). A Nano elite soldier is hiding behind a post in front of you.



Line up a shot and eliminate the enemy soldier with a Grenade. This alerts two other elites to your presence. Pick them off as they round the corner.



Continue through the room; your NICW detects another elite waiting for you

around the corner. Step forward and a beam from the ceiling falls and crushes the enemy.



Pass through the door and don't go upstairs. Look above you; the NICW's scope shows an enemy overhead. Stand as far back from the enemy as you can without exposing yourself, and shoot a few Grenades into the ceiling to kill him.



Go upstairs and around the right of the structure in the room's center. Two more elites are wandering around. The second is firing at Tangier, which makes him easy to destroy.

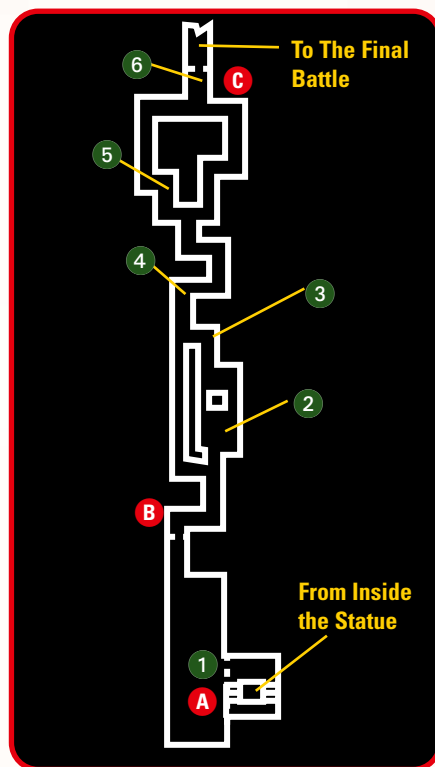


Follow Tangier up the next flight of stairs. Keep your weapon pointed toward the girders in the center of the stairs so you can see enemies in your path before you expose yourself to them. Use your Rail Gun to clear the path ahead.



When you reach the top of the stairs, enter the next area.

TOWARD THE FLAME



OBJECTIVES

- Prevent Molov's escape.

BONUS OBJECTIVES

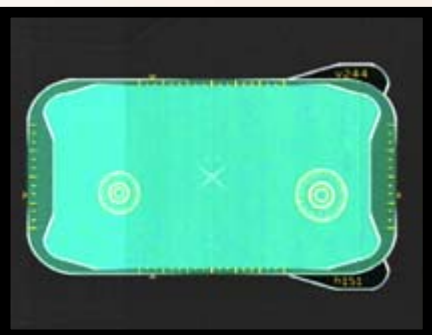
- None

ITEMS

- ① 5 x Shock Grenades, 5 x Frag Grenades, 2 x Health Kits, 1 x Heavy Rounds, 1 x Slugs
- ② 1 x Rockets, 5 x Shock Grenades
- ③ 1 x Heavy Rounds
- ④ 1 x Slugs
- ⑤ 2 x Grenades
- ⑥ 4 x Health Kits



Go up the stairs, but pause before going through the top door. Three Nano elite soldiers are on the other side of that door and they won't let you just walk through (A).



If you have the ammunition, use the Rail Gun and scope to pick off the two soldiers on the door's left side. This makes getting into the room easier.



Throw open the door and put a Grenade into the chest of the soldier on the right. If you don't have Rail Gun ammunition, throw open the door and eliminate the soldier on the right. Lure the other two soldiers to you in the stairwell.



Head right down the stairs and open the next door. This section is a long path of catwalk turning left and right and splitting in two at times (B). On your right, an elite is hiding out. Pop a shot at his feet to wake him.



This draws his attention and the attention of another soldier. Pick off one of them, then fall back into the previous room. Eliminate the second as he enters.



The trick to staying alive on the catwalk is timing and cover. Use the posts for cover as you walk forward.



Watch for traces of your enemy using the NICW. If a blue box is headed your way, take aim where the enemy will appear and shoot him dead as he comes into view.



Work your way across the room. Play it safe to leave this area with full health. There are several health kits in front of the door at the end.



The door at the end leads to Molov (C).

THE FINAL BATTLE

OBJECTIVES

- Prevent Molov's escape.

BONUS OBJECTIVES

- None

ITEMS

- 3 x Grenades (ammo), 3 x Heavy Rounds, 1 x Rockets, 1 x Shells, 1 x Health Kit, 1 x Slugs, 5 x Frag Grenades, 5 x Shock Grenades, 5 x Incendiary Grenades, 5 x Satchels, 2 x Medium Rounds

PREVENT MOLOV'S ESCAPE



You arrive at the statue's top to find Molov and Tanger in a standoff. She has the Nano-cell, which is preventing Molov from putting a slug through her.



Tanger makes her escape while your arrival distracts Molov, leaving you to fight alone.



Molov dons a suit of Battle Armor, giving him an unfair advantage. This isn't your typical Battle Armor, either. It's tougher and withstands more damage than the stuff you've piloted around.



When the battle begins, you're at Molov's feet. Move quickly and get around the wall in the center so you have cover against Molov's attacks.



Check the ground around you for scattered items: ammunition for some of your bigger guns and one Health Kit. If you aren't at maximum health, pick up the Health Kit right away. Each of these items can be collected, and they reappear after a minute if you're low or out of that type of ammunition. The Health Kit reappears if you're on your last health bar. Grab the Health Kit when it appears, so the next one will reappear when you need it.



Start the battle by using the Rail Gun while the wall is still intact. Use the scope to shoot Molov through the wall, but keep moving. Pay attention to where you're going; if you get stuck on a post, you'll get ripped apart.



After you expel the Rail Gun's ammunition, switch to your WASP. Lock onto the Battle Armor and shoot around the wall. The WASP causes serious damage with every Rocket.



Finish with the Anti-Personnel Weapon. Get as close to the Battle Armor as you can, and shoot sticky bomblets (L1) onto the suit. The explosions cause significant damage.



You eventually destroy the Battle Armor and Molov appears. He's not as well protected now, but he's still dangerous.



Molov uses a Rail Gun. If he hits you with it, you lose a full life bar. Keep moving and dodging to evade him.



Position yourself so Molov is on the opposite side of the wall from you, and you're on the side where the Health Kit appears. If you get shot, grab the kit before getting shot again.



Molov can shoot three times before he has to reload. Dodge the three shots, then blast him while he's reloading. It takes him a second to reload, so don't get overconfident. Move back and forth to evade his next shot.



The Dual Nano MPs work well against Molov. They're fast, accurate, and deadly. They hold a ton of ammunition, so you won't have to reload often. Use Grenades, if you have any left; the Dual Nano MPs are safer.



Keep the pressure on Molov and keep dodging. Eventually, he falls. Enjoy your final few seconds on the statue and the ending. There are four possible endings depending on your heroics. Check the secrets section of this guide for more details.



MULTIPLAYER

GAME TYPES

There are seven types of multiplayer games you can play: Arena, Deathmatch, Team Deathmatch, Capture the Flag, Bagman, Team Bagman, and Regime. The descriptions here break down the differences among the multiplayer games.

DEATHMATCH



The classics never die. It's everyone for him- or herself in a frag-'em-all fest. Whoever reaches the kill limit, or has the most kills when time expires, wins the game.

TEAM DEATHMATCH



This one is the same as Deathmatch, but players are divided into two teams. You may pick which players go on which team, and you can handicap one team by splitting up the teams in unequal numbers. The first team to reach the kill limit, or the team with the most kills when time expires, wins the game.

CAPTURE THE FLAG (CTF)



In this game, players are split into two teams: Red and Blue. Each team has a flag hidden in the level. Score points by capturing the other team's flag and returning it to your own base. The first team to reach the score limit wins the game. You can only score if you're carrying your opponent's flag and your team's flag is at your base. If an opponent is carrying your flag, you can reclaim it by killing the opponent and running over the flag. This returns it to your base.

BAGMAN



In Bagman, the goal is to find the bag and hold onto it for as long as possible without getting killed. Players gain points for every kill and for every second they're holding the bag. When the Bagman is killed, he or she drops the bag. Pick it up by running over it. The winner is the first player to reach the score limit.

TEAM BAGMAN



This is like Bagman, but the players are split into two teams. This allows the bag carrier's teammates to protect him or her while he or she finds cover. The first team to reach the score limit wins the match.

ARENA



In the Arena, you play a series where a player must win a predetermined number of matches to win the game. It plays like Deathmatch, except that players cannot respawn after being killed, and the only weapon available is the one chosen prior to the game.

TEAM ARENA



This plays like Arena, except that players are divided into two teams in a "best-of" series. Each team must win a preset number of matches to win the game. Players cannot respawn after being killed, and the only weapon available is the one chosen at the beginning of the game.

REGIME



This is a variation of Bagman. Rather than a bag, the player picks up a giant hat similar to the one Sopot wears in the campaign. Whoever is wearing the hat is declared dictator and gains points for every second he continues to hold the hat. When the player holding the hat is killed; he or she drops it. Players also can gain points by killing other players. The winner is the first player to reach a predetermined score. Unlock this variation by defeating Sopot in the single-player game.

MULTIPLAYER
POWER-UPS

If you choose to play with power-ups when setting up a game, several power-ups will be available in each level. These last for only a short time, but give the player special abilities while active.

The power-ups are:

Damage Multiplier: Temporarily doubles the user's damage. Allows you to kill your enemies faster.

Leech: Enables the user to gain health by shooting opponents.

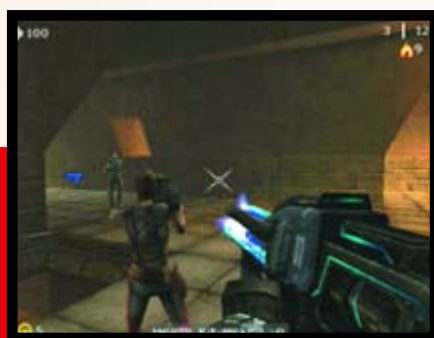
Slo-Mo: Slows down all players except for the player who picks up the power-up, making the unaffected player seem to move at lightning speed. Makes it temporarily harder for your opponents to run and dodge.

Invulnerability: Makes the player temporarily invulnerable. It's great for getting out of a sticky situation, or for going wild with explosives.

Superhealth: Increases the player's health to 200.

MULTIPLAYER
TIPS

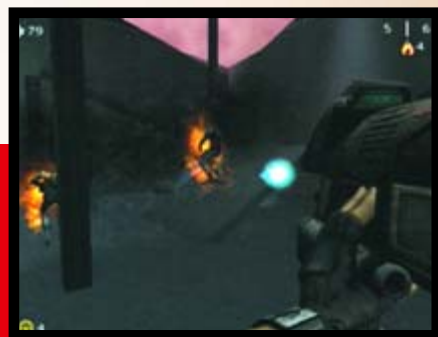
BIG GUNS



Bigger isn't always better. Though weapons such as the Rail Gun deliver devastating blows, they have a long reload time and require precision shots. Use these guns for sniping your opponents at a distance. You'll have difficulty using them at close range. Heavy guns such as the HMG are better in such situations.



BIG BANG



Explosives are an easy way to rack up kills, but be careful when using Grenades and Rockets—you may kill yourself. Rather than shooting directly at your opponents, aim near them. Target the floor or a nearby wall, and the splash damage from the explosion will kill your opponent. Explosives are great for taking out multiple opponents at the same time.

HIDDEN ROOMS



Hidden rooms and halls are scattered about most multiplayer maps. To find them, destroy walls or find hidden doors. Normally, these hidden walls are easy to find. Look for walls that stick out. Check for recesses in walls, floors, and ceilings. The best guns and power-ups are in these areas, so look for them to gain an advantage.



BOTS



Practicing the levels gives you an advantage when playing against your friends. You can play against computer-controlled bots whenever you like, and you can choose from multiple difficulty levels to make them as challenging as you like. You can also set the game so you're the only player in a level, then explore at your leisure, as long as it's not a team game type.

LIFTS AND TRAPS



Many levels use lifts that throw you into the air to reach levels above. These are tricky to use at first, because they require you to pilot yourself in the air to reach the ledge above. Some levels also have traps, such as pits and spinning blades. Be careful around these obstacles. Touching them kills you and lowers your score.



PIB LOBBY



This is a small level that's great for as few as two players. Four halls extend from the main room and loop to the center. It's hard to get lost, so PIB Lobby is a great level for first-time players.



Check out the booths in the corners of the main room. Use explosives to destroy the walls and find power-ups inside.

WARZONE



This map features a large central area with four small rooms in each corner. The halls loop to the center, forcing players into battles in the central courtyard. It's a great map for two to six players.



Look for a destructible wall near the crates and destroy the brick wall in the central courtyard. There's a passage on the upper level, so you don't have to use the lift.

FATAL STRUCTURE



This is a medium-size level with two levels. The area has bridges and rooms that crisscross each other. It's a good level for nearly any size group, but large groups will find it particularly fun.



Look for hidden halls on the lower level on either side. The entrances are easy to spot, since they're large brick arches that don't fit with the rest of the wall.

SEWER RAT



This is a three-story level with twisting tunnels around a large central room on the second and third floors. Enemies come and go in this area, so explosives are risky. Most of the time, you fight at close range, so heavy guns like the HMG work best.



Look for hidden passages on the middle and lower level. They're brick arches that look different from the surrounding walls. Some are just passages, but others contain power-ups and weaponry.

CUBIC CYCLE



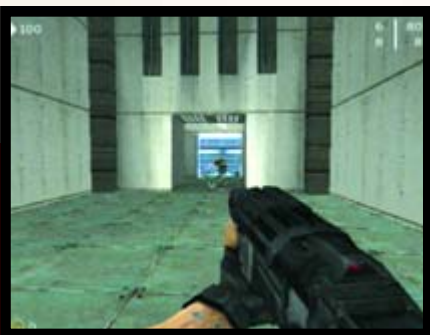
This map is comprised of two floors that are almost cut off from each other. Destroy walls and spots on the floor and ceiling to create easy access between floors. These passages are easy to spot. Most are "Z"

shaped and made from bricks. The spots on the floor and ceiling are square patches of bricks.



Look for small square rooms near the corners. Blow these open to find weapons and power-ups. Hidden rooms are in various locations on both floors.

OVER AND UNDER



This level is extremely easy to navigate, but holds many secrets. The level's design allows for ambushes and some camping, but the real action is in the central area's top and bottom. Any number of players makes for an exciting battle.



Look for hidden passages in the corners along the top. Hidden alcoves are on the bottom floor along both of the halls on

the side. These contain powerful weapons and power-ups.

PIPELINE



This area is full of tight halls that make close combat essential. Explosives are dangerous, but effective, because there's no place to run. Look for slats in the walls that can be destroyed.



Blow holes in the floor to drop to the lower level. Destroy the wooden walls near the ramp to give you a clean line of fire at your enemies.

BLUESHIFT



This is a smaller map that's good for fast action. Use the upper ledge to get from side to side. It's a good area for picking off your enemies as they appear.



Opposite the lift, blow out the wall at the top of the two steps to reach the circular area containing multiple weapons and power-ups. Destroy the pass-through floor to get a couple of items, including a Superhealth if you're playing with power-ups.

DOWNFALL



This is a medium-size level with two floors. It's a great place for large groups. The pitfalls are instant death if you fall into them, so watch your step. The breakable walls in this area are easy to distinguish because they're made from bricks.

BOXED IN



This warehouse is huge. There aren't many hiding spots, but there's plenty of cover. The boxes make for great sneak attacks on passing opponents. It's a fast-paced area that's fantastic for large groups.

LAST GASP



This is a large area with three floors that's good for six players. Hang out in the central room and pick off your opponents as they go past.

NO WAY OUT



This is a tall level with three stories. The top is a catwalk that overlooks the middle floor. It's a great place for lobbing Grenades or sniping. The bottom floor is a dungeon with a tighter design that's better used for close-range combat. Destroy some pieces of the ramps, giving yourself a chance to launch a surprise attack by dropping onto your enemies.



Look for secret passages that lead to beams near the ceiling. From high up, pick off your opponents, or find a good sniping point somewhere on the top of a stack of boxes. Check out some of the crates for weapons and power-ups.



While standing at the lower level ramp's bottom, blow out the wall at the ramp's left side to reveal a secret. Find a power-up by blasting through the concrete wall at the hall's end from the top of the ramp to the left.

FOUNDATION



This is a large area with hidden passages and alcoves. Some are marked, and others are hidden from view. Explore alone on this level to learn its secrets. The windows make interesting sniping points over the main room.



Look for hidden alcoves on the first and second floors. These are hiding spots for some of the better weapons and power-ups.



At the ramp's top on either side near the lifts, blow out the walls to find secret stashes.

THRONE ROOM



This is a three-story tower of open design, allowing level-to-level fighting. Hidden doors are in some of the walls, which you can open by pressing X. Look for indentions in the walls to find these doors. They're set back slightly, so they're easy to find.

MOON HUNT



This map has multiple levels and tons of paths. It's a great place to hide. There's a wide-open central area where the fighting often gets intense. Use the building in the center for sniping, but it's risky.



Look for a hidden room at the lower level ramp's bottom.

BACK ALLEY BRAWL



This area is full of ramps and pillars. It's a large location with an open layout that's excellent for keeping distance between yourself and your opponents. Look for hidden doors along the bottom with power-ups and weaponry.

EDIFICATION



There are three floors in this area. The top floor has many ventilation shafts running off to the sides. These lead to the bottom floor and give you an opportunity to snipe your opponents or drop in for a sneak attack with minimal risk. The bottom floor has a wide variety of terrain and makes for interesting battles.



Look for secrets hidden along the bottom floor. There are several concrete walls, which can be destroyed. The top floor is a bunch of shafts leading back to the bottom, so there isn't much there.

TURTLE



This is an unusual level. There are several large courtyards connected by underground tunnels. In each courtyard are buildings and barricades to hide in and use for cover. Because of its unusual design, this level is best used with a large group of players. Otherwise, you spend more time looking for each other than fighting.



Look for a concrete wall on the bottom floor that's hiding a power-up.

BLADES



This map features two levels of twisting halls. It wraps around itself, so it's easy to follow. Beware of the blades in the center. Fall into them and they chop you to bits, so watch where you step while fighting. Don't run backward.



Look for concrete walls in the lower level near the lifts. These contain weaponry and power-ups.

VERTIGO CHAMBER



This map features two floors and a central chamber. There's a huge pit in the center that passes between both levels. Fall in and you're dead. The bottom area loops around, making it easy to navigate, but the real action is up top. If you fall from the

top floor, look down: Save yourself by landing on the lower floor. Don't get caught in a battle and forget where you're standing.



Blast all of the concrete walls surrounding the central chamber to find weapons and power-ups.

KILL FACTORY



This level is a large square area with two floors. The ground floor has pits containing giant crushing teeth in them. Fall in and you're toast. Small bridges cross the pits, but they're easy to fall off if you don't pay attention. Be careful when dropping from the top floor, or you may fall into one of these pits.



The secrets in this level are easy to identify. Look for concrete walls that stand out from their surroundings. Several power-ups are in these alcoves. Destroy

parts of the floor and drop enemies into the pits. You won't get any points for such kills, but it's a fun way to torture your opponents.

FALL FACTOR



This is a bizarre area comprised of platforms over a bottomless pit. Players must jump from platform to platform, leaving themselves exposed while in the air. This level requires you to know what you're doing and where you're going at all times. The upper platforms make great spots to snipe your opponents and use explosives, such as Grenades and Rockets. Get your opponents as they land from jumps, since you know where they're headed.

WARLORDS



This straightforward map is perfect for two players and CTF. There are two forts separated by a small stretch of flat land and high walls all around. Blow up both forts to eliminate cover. There are no secret rooms. The best weapons are always at the top.

COFFEE BREAK



This area is comprised of tight halls surrounding a large central room. The only good sniping spots are the ledges above the main room, but most of the action happens inside the halls, not in the clearing. Destroy the lower walls around the center to open up things.

HILLBOX



In this level, you'll find lots of small rooms and halls with a large center area. It's designed for fast and furious fighting, but there's plenty of cover and decent sniping spots. The ramps lead to the upper area with an accessible walkway. There are power-ups in the central area.

MEATATORIUM



This level is a box-shaped area with three floors that focus on the central courtyard.

The side chambers are small and wrap around. It's a good area for small groups; there isn't much ground to cover. There is a secret passage, in the hall next to the lift, that goes into a lower room containing additional weapons.

MAZEWAY



This area features a giant maze in the center and tunnels running through the walls around it. The tunnels allow you to access the maze's top and find the best weapons and power-ups. Hop along the maze walls to reach the center, or go along the walls to reach the platforms in the corners. You can destroy the maze walls, so there's little risk of getting lost. Use Rockets from above the maze on those fighting below. Mazeway has one hidden room containing many power-ups and death if you're not careful.

RELENTLESS

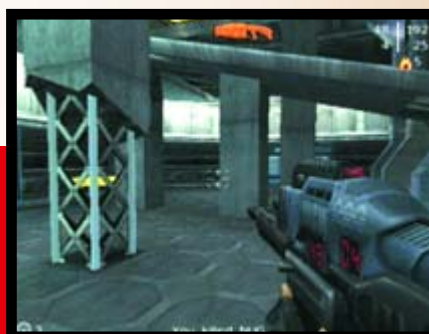


This is a three-story area that's great for small groups. An electric fence runs around the perimeter on the top story. Don't touch it—you'll get fried.



Blast through the snow banks to create passages between the indoor areas.

ONE TO THE DOME



This area is full of twisting passages and unusually designed rooms. It's great for large groups, but two players will have trouble finding each other.



Secrets taunt you all over the place, but the entrances are easy to find. Look for metal spots on the walls that look like doors and other odd spots in the walls.



HERMIS



This three-level area with lots of hiding spots is good for large groups. Look for secrets on the top floor; they stand out from their surroundings.

WATCH YOUR STEP



This map is a construction zone suspended over a bottomless pit. Fall off the sides and you're doomed. You can destroy many of the walls, which opens up things and makes falling off more likely. Watch your step and never run backward.



There are hidden ledges around the outside of the building. When you destroy walls, you can reach the ledges. Below the building is a small platform hanging in midair. Drop to it; it's risky, but the reward is worth it.

COVER ME



This is a CTF-only map. It features two long halls with one base in each. Look for hidden alcoves on the top floor at the ends of the halls opposite the location of each base. These contain power-ups.

ROCKPOCALYPSE



This is a CTF-only map. There are two floors, but most of the action takes place on the bottom floor; the top floor is split into two sections that don't connect. The bases are on the top floor, one in each section. Check the sides for hidden hallways containing power-ups. They're marked as destructible walls and are made from an unusual style of brick.

STOCK IN TRADE



This is a CTF-only map. There are three large rooms. The two rooms on the end are giant stockrooms containing stacked crates. Each of the bases is at the top of these stacked crates. Look for hidden rooms inside the halls connecting the two stockrooms. They're easy to find, as the destructible walls are made from white concrete.

CHASM



This is a CTF-only map. As the name suggests, there's a large chasm running down the center of this area. The bases are on opposite ends of the chasm. To reach them, follow the passages through the cliffs on either side. Arrows on the walls show you the way through. Look for secret rooms that are blocked by collapsed mine shafts.



BREAKTHRU



This is a CTF-only map. There are three multi-level rooms in this area that are filled with ramps. The bases are on opposite sides at the tops of these ramps. Look for cracked stone walls along the sides of the top floor. These can be destroyed to make an easy path back and forth between bases.

HALFMAN



This is a CTF-only map. You're on a space station on which the bases are suspended underneath the main structure. Pass through the top section and drop through holes in the floor to reach the bases and the best power-ups. Look for stone squares on the floor in the main structure. You can destroy these to gain access to different areas, but be careful, as some lead to death.

CONCRETE CASTLE



This is a CTF-only map. The castle is split into two parts with a giant spiked pit in the middle. The easiest path between bases is across the pit, but the you can destroy the bridge to limit access. If nothing else, blow multiple holes in the bridge to make the crossing treacherous. Look for hidden alcoves in the walls to the left and right of each base. The destructible walls are made of cracked concrete.

GRAVEYARD



This is a CTF-only map. This map is similar to the "Fall Factor" map. The area is comprised of many floating platforms over a bottomless pit. Hop between platforms. The best weapons and power-ups are inside the stone boxes on many of the platforms.



SECRETS

CODES



Enter the following codes in the "Extras/Cheats" menu to unlock the items in the Gallery, Movies, and Cheats menus.

Unlock All: ▲ ▲ × × ■ ● ■ ●

Super Health: × × ■ ▲ ■ ▲ ●

Infinite Grenades: ● × ● ■ × ● × ●

Director's Cut: ■ × ● ▲ ● × ■ ▲

Walking Dead: × × × × × × × ×

Gibby Ammo: × × × × ■ ● × ×

Extra Chunky: ● ● ● ● ▲ × ● ●

Infinite Ammo: ■ ▲ × ● ■ ● × ▲

Wacky Deaths: ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲

Rain of Fire: ■ ■ ■ ■ ■ ■ ■ ■

Rapid Rails: ● ■ ● ■ × × ▲ ▲

Gibby Explosions: ▲ ● × ■ ▲ ● × ■

Explosive Personality: ×

Unlock all Cheats: ■ ● ▲ ● ■ × ▲ ×

Unlock Levels: ● ■ × ▲ ■ ● × ×

Win Game: ■ × ■ × (Can be entered multiple times)

SPECIAL ENDINGS



There are four separate endings to the game. Which ending you receive depends on the level of your heroics meter, which you can view during the game by pressing **START**. If the meter is red, you receive the "On the Road again" ending. If the meter is yellow, you receive the "Judgment" ending. If the meter is green, it's the "Glory Days" ending. A blue meter results in the "I remember Sopot" ending. The blue ending is the best, and the red ending is the worst. After you see an ending, you can view it any time in the "Extras/Movies" menu.

Your heroics meter changes based on your actions during

the game. If you kill innocent civilians, the meter goes down. If you find and complete hidden objectives, the meter goes up. The meter also changes color according to how full it is.

HEROICS METER AND ENDINGS

Ending	Rating	Meter Level	Meter Color
"On the Road Again"	Worst Ending	Meter is 1/6 full or less	Red
"Judgment"	Bad Ending	Meter is between 1/6 and 1/3 full	Yellow
"Glory Days"	Good Ending	Meter is between 1/3 and 5/6 full	Green
"I Remember Sopot"	Best Ending	Meter is 5/6 full or more	Blue

UNLOCKING THE GALLERY AND MOVIES



Hundreds of items are in the gallery and 14 movies, which you can view if you unlock them. Each item is unlocked by completing a certain task. For instance, to unlock the ending movies, beat the game with the required amount of

heroics. After you see one of the movies, you can view it anytime. For other items, you may need to complete a particular level on a certain difficulty setting, or complete a bonus objective within a level. To learn how to unlock a particular object, enter a gallery and select an item. The required action is at the bottom of the screen. There's also a percentage on the left side of the screen that tells you how much of each gallery you've unlocked so far.



TIP

For those of you with no patience, use the "Unlock All" code to unlock all of the items. This takes away the fun of unlocking them yourself though; so only use the code as a last resort.